Gameplay Basics

Introduction

Right this very moment, in a toy box not too far away...

Those little LEGO Star Wars Figures fight an ongoing battle for the galaxy. Experience the drama and excitement as it unfolds at your fingertips. In Episode I, go along with Obi-Wan Kenobi and Qui-Gon Jinn as they first get wind of the Trade Federation's evil intentions and discover the small child Anakin on the dusty world of Tatooine.

In Episode II, control the Jedi as they fight to survive in the arena on Geonosis and fend off Count Dooku. And in Episode III, witness the sad ending to the Jedi Order and the rise of a powerful evil throughout the galaxy.

But all is not lost. In Episode IV, some of the Jedi Knights have survived, and it is revealed that a new generation of Jedi is about to be discovered. In Episode V, things turn bad as the true might of the dark side takes hold, Luke's real father is revealed, and Han Solo is taken captive by Boba Fett.

And in Episode VI, the brave fighters in the rebellion face their most dangerous challenge to bring balance back to the universe.

This guide takes you step by step through the different worlds and areas you encounter along the way. It helps you find hidden LEGO cannisters, red power bricks, and LEGO studs scattered about to add to your collection.

Be sure to return to each Episode later and play in Freeplay mode, after you unlock new characters with new abilities. These can help you to reach unexplored areas, defeat your enemies, and discover even more hidden treasures.

You will also learn how to control the different characters of your party and how to take out any who oppose you. The Force is strong with you because you control the action. But will you use it for good or for evil? Jump into the adventure and follow the information in this guide.

You might just help the overmatched Rebellion defeat the evil Empire.

Gameplay Basics

Game Modes

LEGO Star Wars has a few different game modes in which you can play: Story mode, Freeplay mode, and Challenge mode.

When you first start the game, you must play in Story mode. This mode follows the plot of the original Star Wars trilogy.

The characters that were in certain scenes in the movies are found in corresponding scenes in the game. You cannot deviate from that in Story mode.

For example, in Episode IV A New Hope, Luke Skywalker, Han Solo, and Chewbacca went to the holding cells on the Death Star to find Princess Leia, so in the game’s Story mode, you have to use those same characters to find her.

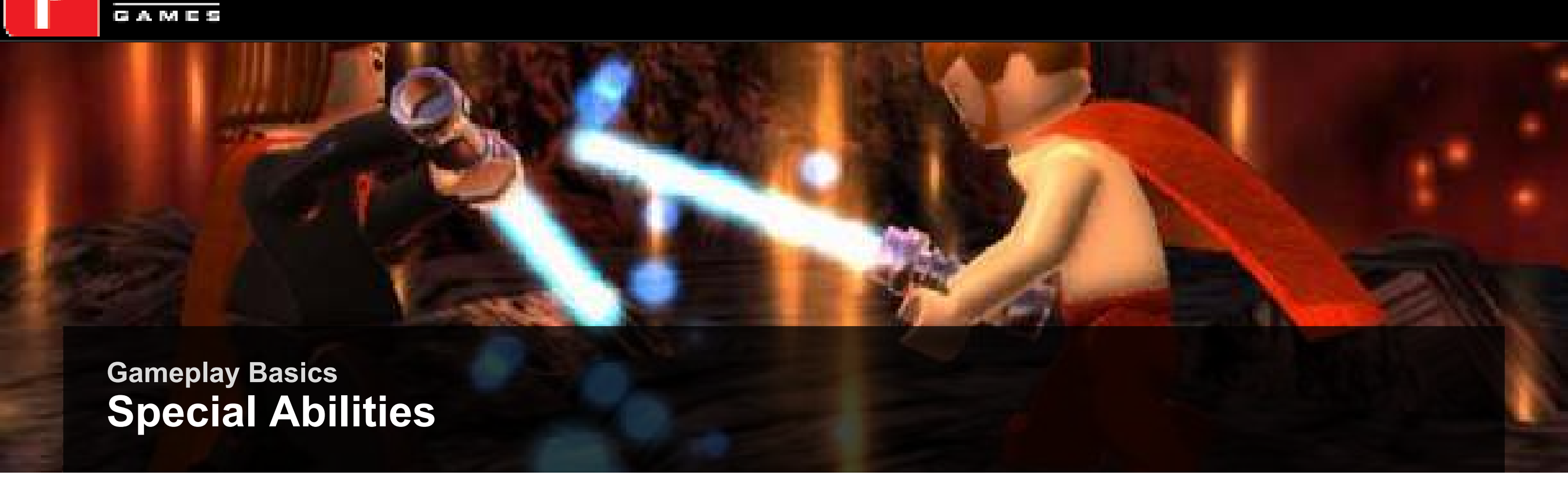
After you have completed a mission through Story mode, you may go back and play through it again in Freeplay mode. In this mode, you can return to any mission, and have the option of playing as any character from your character inventory.

After you make your choice, the game randomly chooses a cast of other characters from your inventory. This cast of characters is always available for your use throughout the mission.

You can switch to any of them at any time. The game chooses characters with the different abilities you might need to get to all the areas of a mission. Playing in Freeplay mode lets you use characters you weren’t able to use in Story mode.

You can change the scenes from the movie and can actually make Boba Fett fight himself during Episode V.

You can also play in Challenge mode where there are 10 special canisters hidden throughout a level for you to find. You have to find every canister in a level in less than 10 minutes to succeed.



Gameplay Basics

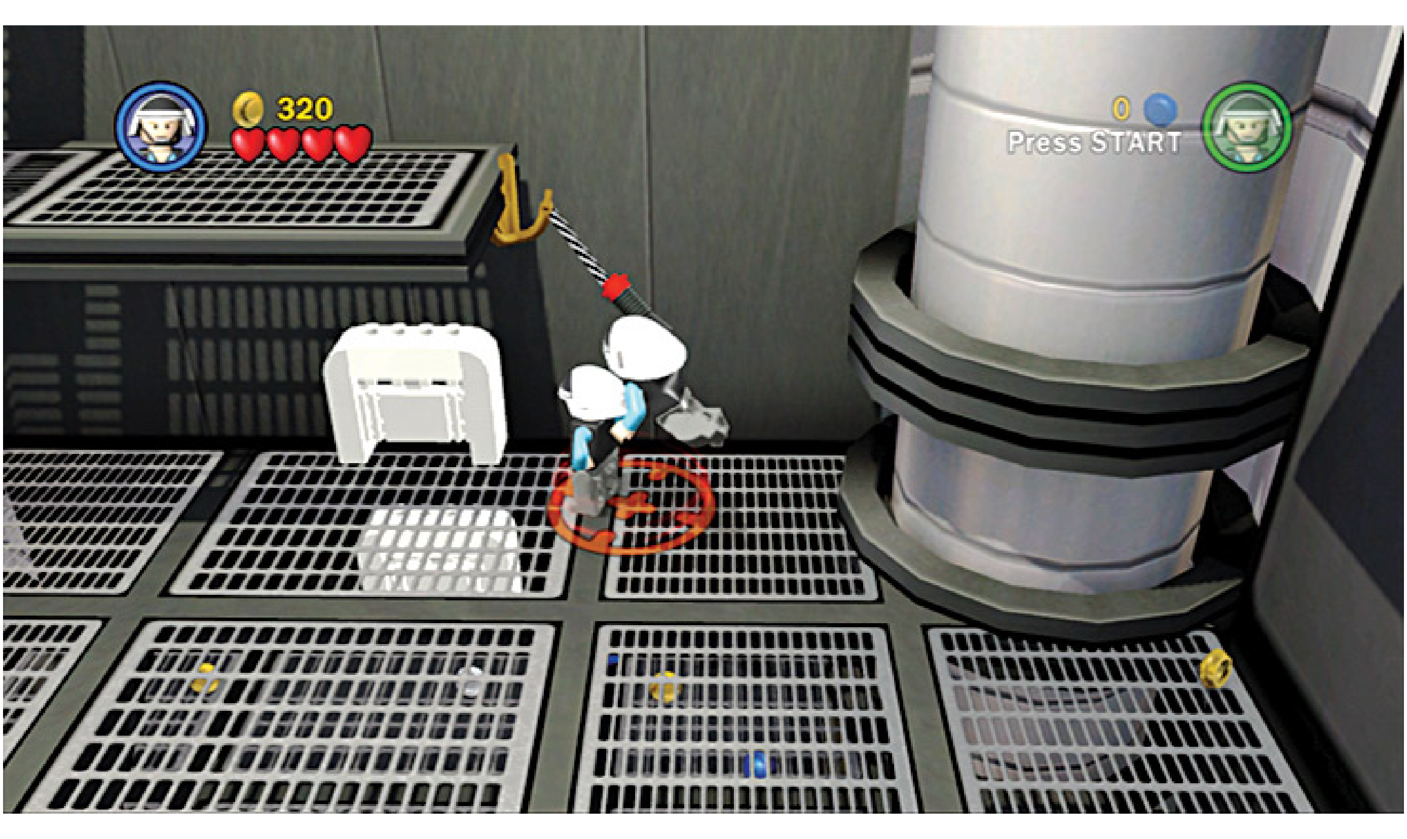
Special Abilities

Almost every character that you can use in the game has some special ability that will be very useful as you play.

Some characters can use the Force to move or open objects, some can hover through the air over long distances, some have special tools or weapons you need, and some have greater jumping abilities to get to higher places.

As you play, you need to use all the special abilities of your team of LEGO characters to complete the game in Freeplay mode.

Ascension Gun



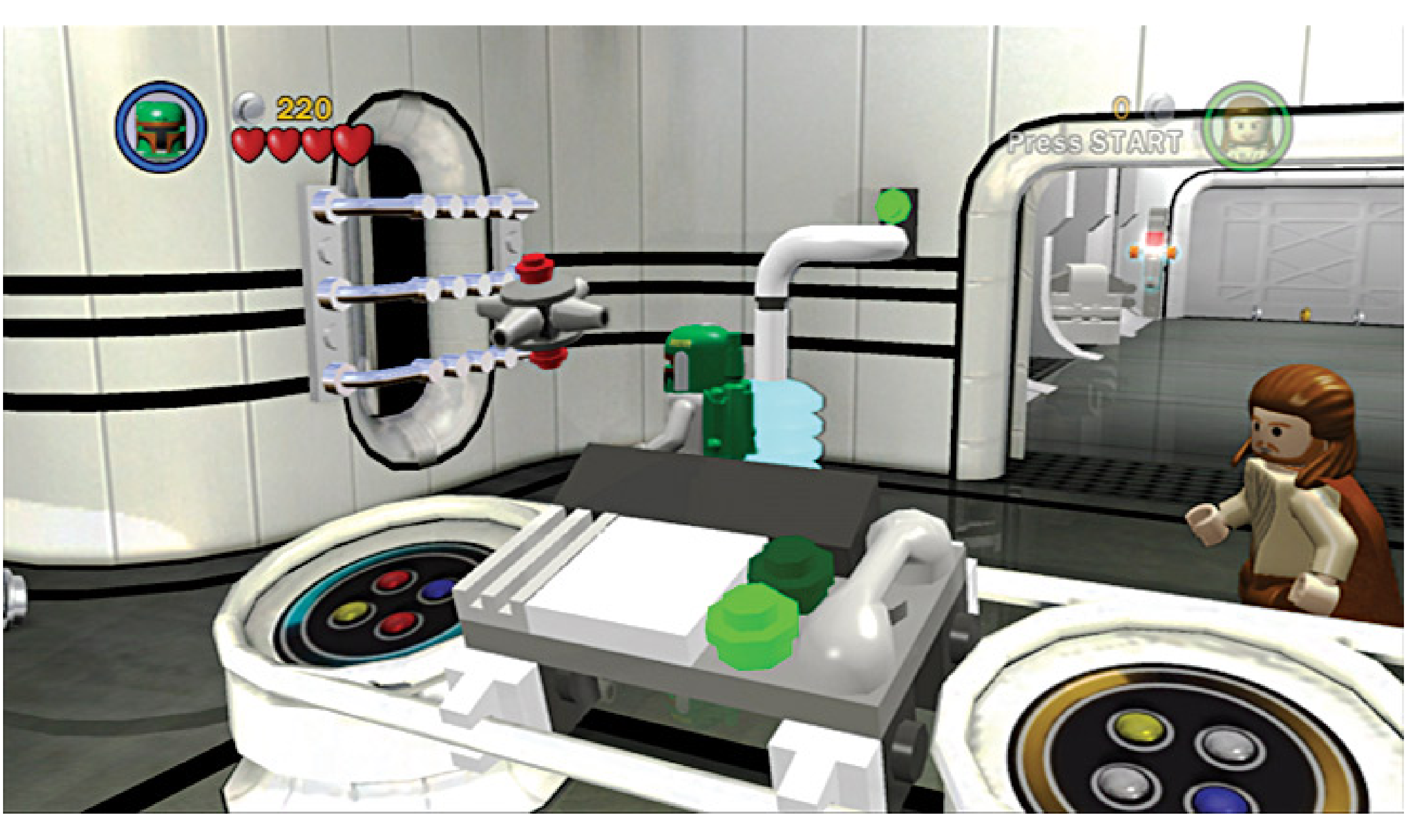
All characters who use some type of blaster weapon also carry an ascension gun. As you travel throughout the game, be on the lookout for red circle swirls on the ground or on the white target builds.

Each swirl has a corresponding hook somewhere nearby. If you see a hook on a level, you know that a red circle swirl is probably hidden somewhere close.

To use this special ability, stand on the red circle swirl and fire your ascension gun to go for a ride to a location that's otherwise inaccessible.

The ascension gun lets you grapple up to hard-to-reach places, or it can be used to swing across dangerous areas.

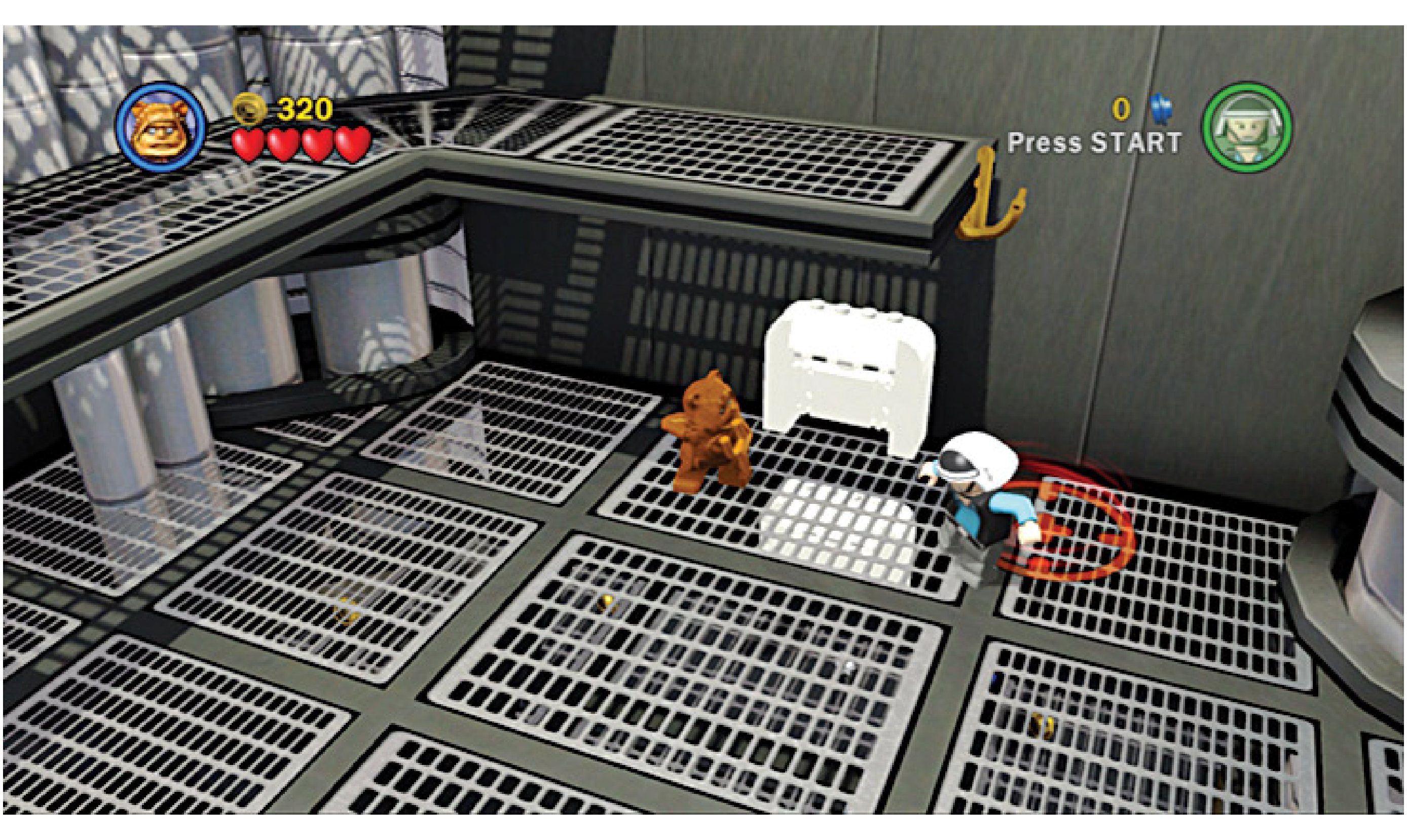
Thermal Detonator



One of the bounty hunter's most powerful special abilities is his thermal detonator. Toss this device at your target, then move away. After a few seconds, the detonator explodes, destroying objects around it.

Although your regular blaster fire just bounces off the shiny metal LEGO objects found around the galaxy, the thermal detonator blasts them to pieces. This weapon helps you uncover hidden goods and get to new places.

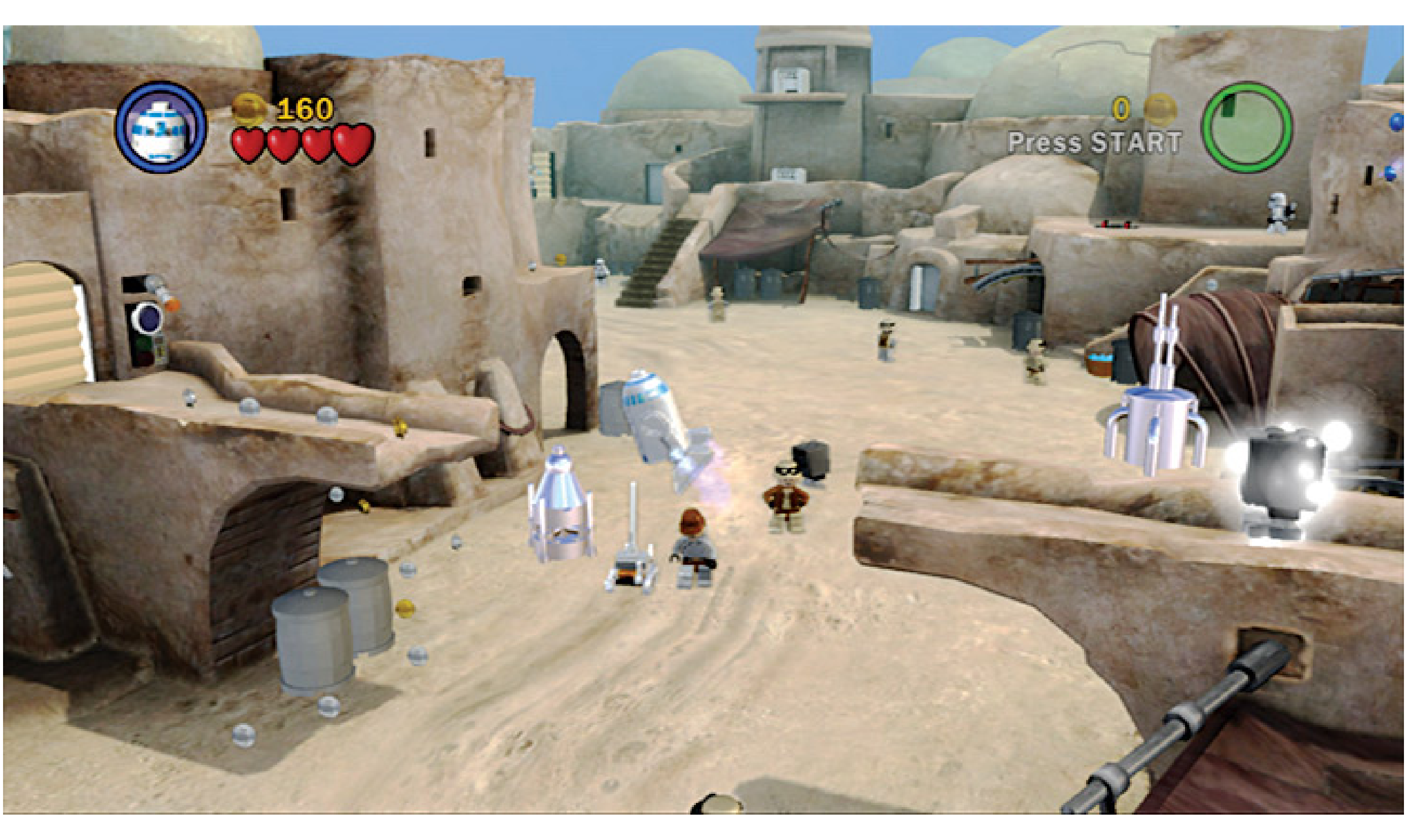
Travel Chutes



Throughout the missions, you will find small chutes in some walls. Most characters are too big to use the chutes, but a few are just small enough to fit.

Use a small character, such as a Jawa or Ewok, to jump into the chute and travel to the chute's end. These chutes lead to places that are otherwise impossible to reach, and can reward you with many valuables.

Hover

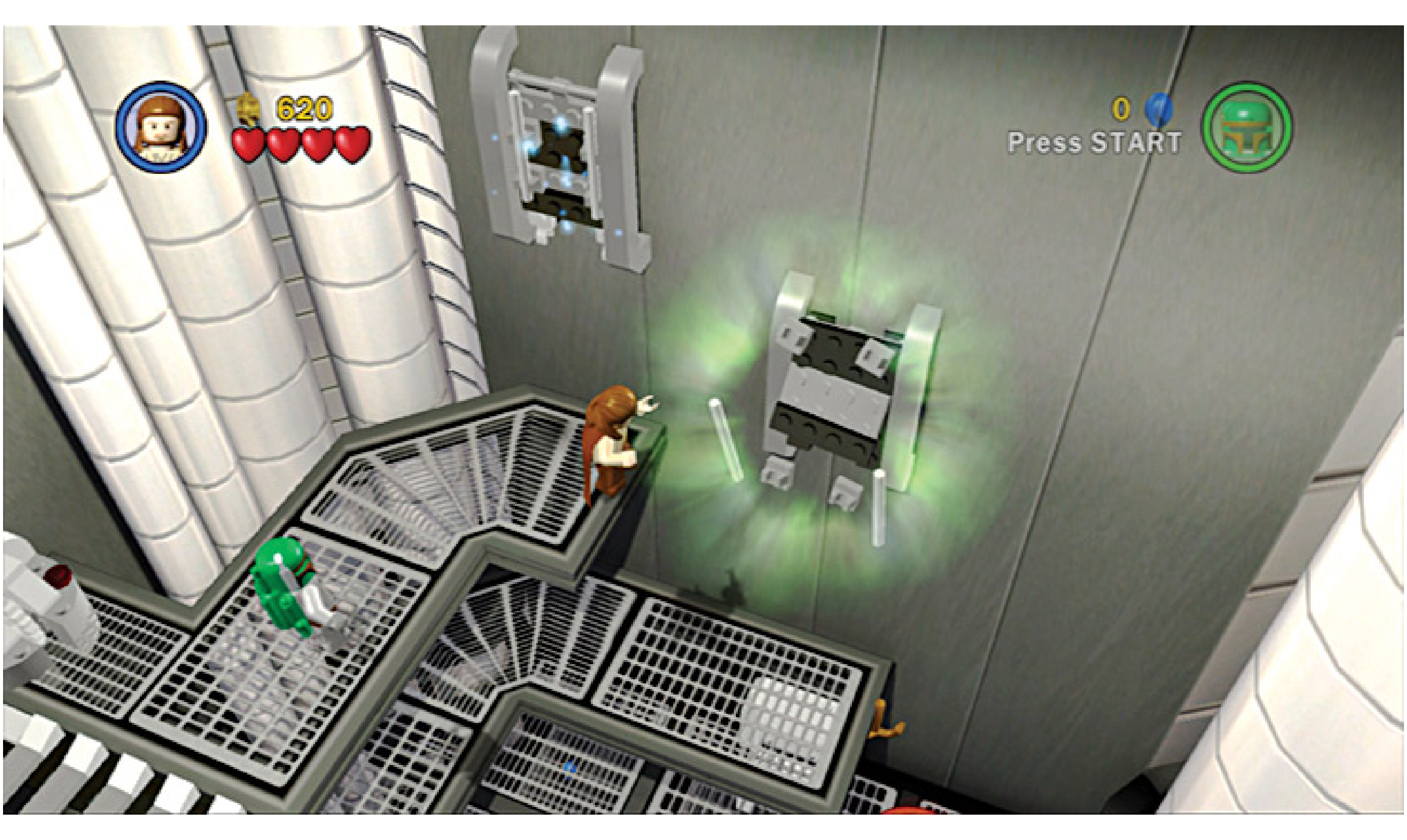


A few characters in the game can hover through the air for a certain amount of time. The astromech droid such as R2-D2, and the bounty hunter, Boba Fett, both have this special ability.

They can fly through the air across an area, but cannot ascend any higher than the level where they started. These characters are crucial to finding many hard-to-reach items and areas during your missions.

If you see an object that is floating out in space just out of reach, send one of these characters to fly out and get it.

The hover ability only lasts for a little while, though, so get what you want and return to safety before you drop from the sky.



If you need something destroyed in a hurry, just press the throw button again after you toss it to set if off. For those characters who can wield its power, the Force is a strong weapon and tool in the *Star Wars* universe.

Those who use this power for good are known as the Jedi, and include characters such as Obi-Wan Kenobi and Mace Windu. Those who have turned to the dark side and use the Force for evil are known as the Sith.

Darth Vader is a Sith Lord. The power of the Force works the same way, whether it is used for good or evil purposes.

Things or characters that can be influenced by the Force in the LEGO Star Wars universe begin to glow when you get close to them. This glow changes depending on the character who is wielding the Force.

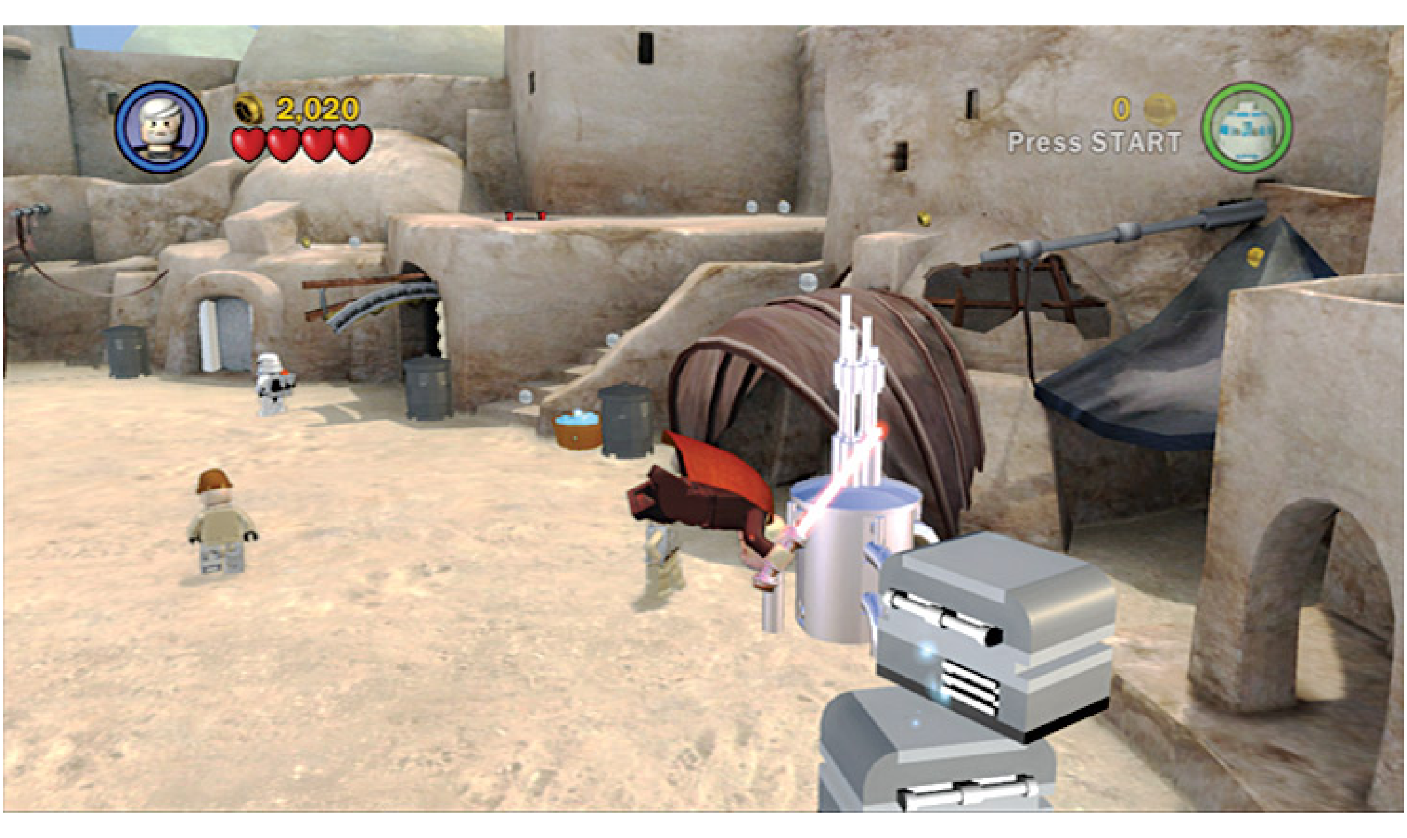
Light glow colors such as green and blue can be influenced using the good side of the Force. Something that is dark and has a red glow can be affected only by using the dark side of the Force.

The Force can be used to activate switches, open compartments, move objects around, disable droids, and stop your enemies.

Objects that are affected by the Force are found all over the game. During some missions in Story mode, you might not have a Jedi by your side to use this special ability.

Be sure to return to these levels later in Freeplay mode with characters who can use both the light and dark sides of the Force to fully explore the level.

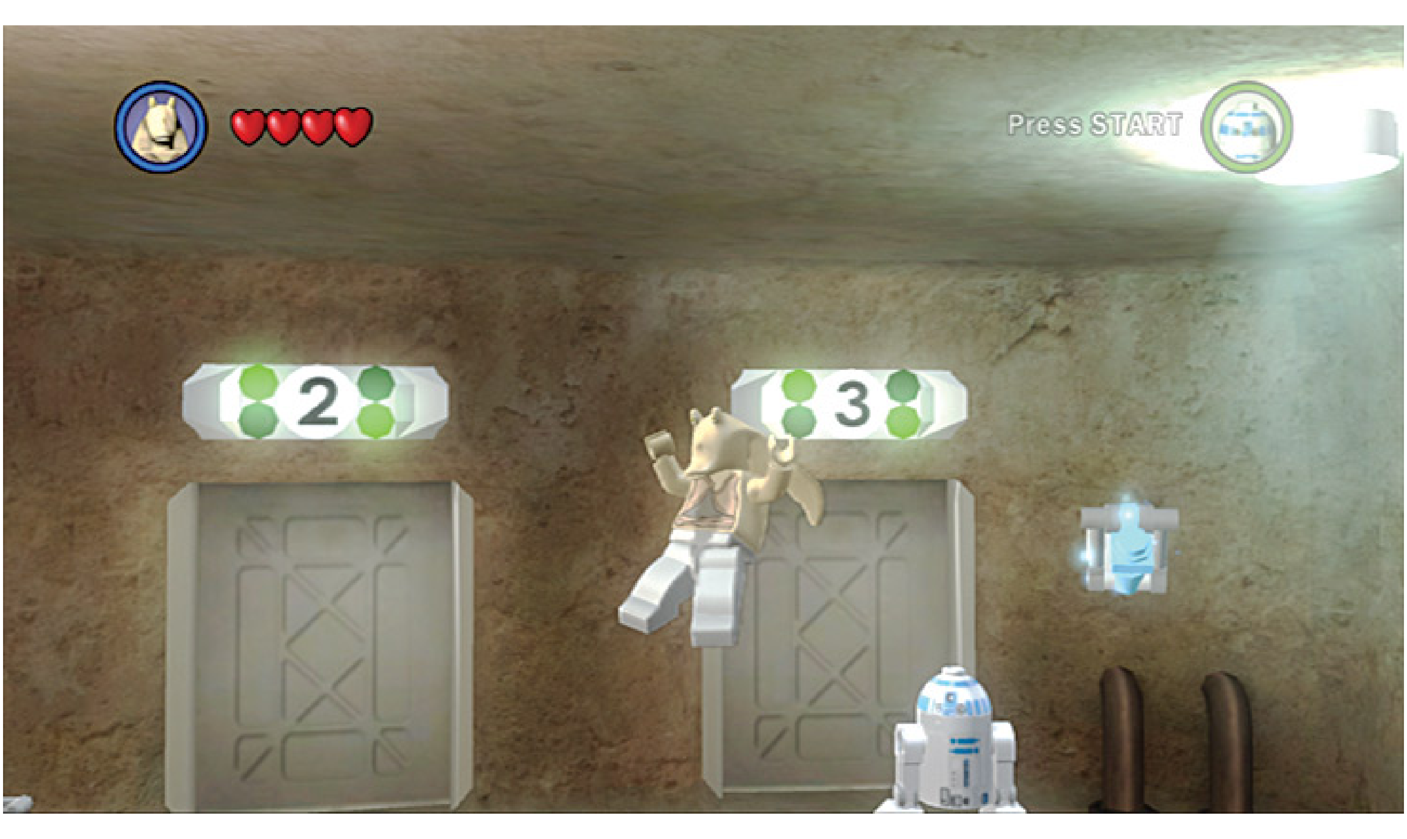
Double Jump



As you explore, you find certain objects or areas that might be a little too high or too far away to reach. On these occasions, it's good to have a teammate who can use the Force.

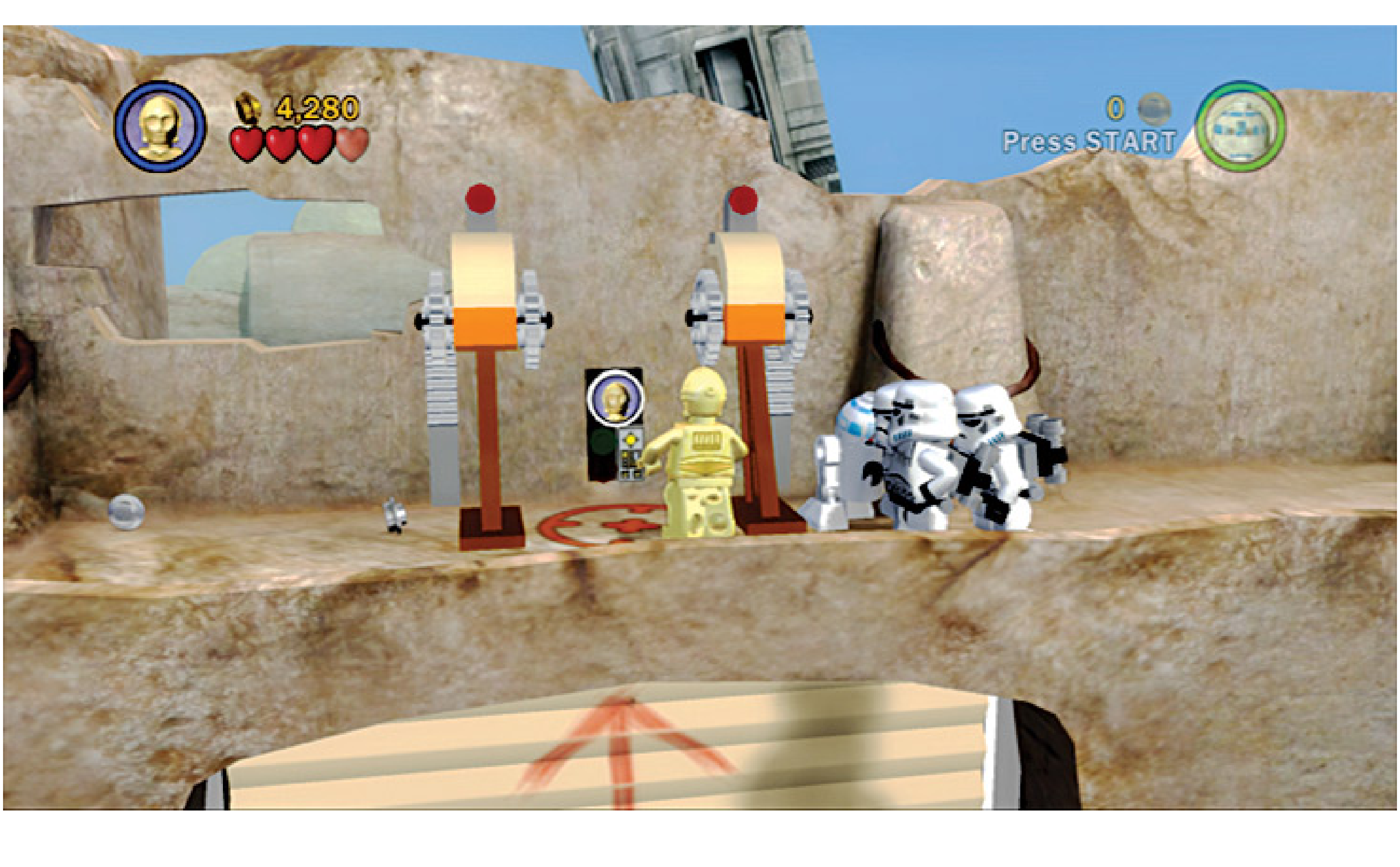
These characters can channel the Force to double jump to where they want to go. Use the double jump straight up in the air to nab a hard-to-reach blue stud, or double jump across an extra-large break in a walkway to get to the other side.

Super Jump



Sometimes even a double jump is not enough. On those occasions you need to use a super jump character who can jump really high to reach certain items.

Activation Panels

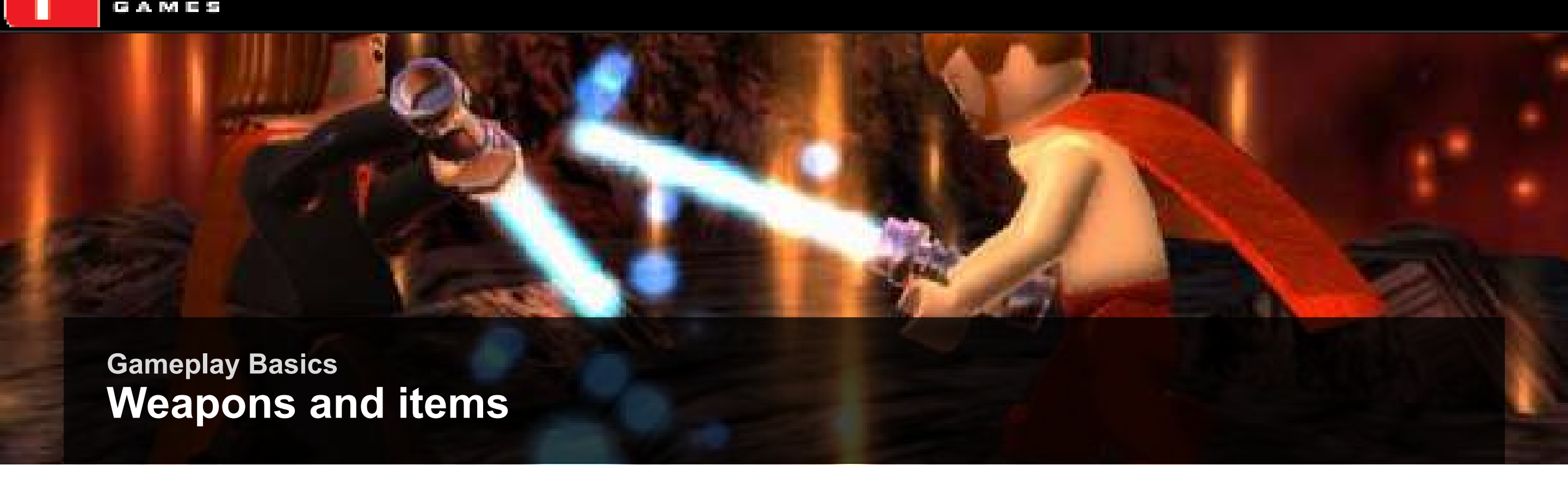


Throughout the game you will see many activation panels on walls and on equipment. Walk up to these panels and you'll see a picture of the character that you need in order to use it.

Some panels have pictures of droids, such as C-3PO and R2-D2. All they have to do is walk up to the panel to access it. They might not be that good at fighting but these droids are invaluable for exploring entire areas of a map.

Other panels have a picture of a stormtrooper or bounty hunter and have a colored circle on the ground in front of them. Stand on the circle in front of the panel to access the activation panel.

These panels are used frequently in Freeplay mode and can lead to lots of hidden treasure.



Gameplay Basics

Weapons and items

From the planet Naboo to Jabba's palace, the *Star Wars* galaxy is a rough place, so you'll need weapons to defend yourself.

You can carry different weapons—from blasters to lightsabers—depending on who you are. Become familiar with each type of weapon and it will not only help keep you alive, but can also help you get to new and exciting places.

Blasters/Bowcaster

0
0
Press START

Many characters use laser blasters as their main weapon. The different kinds of blaster weapons can shoot lasers to hit near and far enemies. Depending on the enemy's strength, it might take more than one shot to destroy him.

The blaster is also an important tool to get through many of the levels. At times, you might see targets that require a shot from your gun to activate them.

At other times, you might need your blaster or bowcaster to break items that other weapons can't reach.

Note

When an enemy moves in close, you no longer need to fire your weapon at him. You automatically go into hand-to-hand combat mode; then you can slap your enemy down or hit him with the butt of your gun.

Energy Gun

0
0
Press START

Smaller creatures such as Jawas and Ugnaughts were never meant to be warriors. Instead, they thrive on working with droids and electronic devices. As such, they only carry energy guns, which have no effect on human characters.

Energy guns can short-circuit a droid and cause it to shut down temporarily. Never try to use this gun in battle because it will have no effect.

Lightsaber

0
0
Press START

Only the Jedi and the Sith can use a lightsaber. This weapon is very versatile and not as clumsy as a blaster. The lightsaber can be used to hit targets both near and far.

When up close, use the lightsaber to hack and slash at your enemies to break them into little pieces.

For an even more powerful attack, perform a double jump before you attack: you will drive your lightsaber into the ground beneath you, causing damage to any enemies that are around.

The lightsaber can also be used for defensive purposes. Just hold up your weapon to make all incoming shots harmlessly bounce off it. You can also reflect enemy shots back at the shooter.

After an enemy fires at you, wait for the blast to almost hit you. Just before it does, bring up your lightsaber to block the shot and deflect it back at the shooter. This is a great way to drop those far-away targets.

Items

The game has many items scattered about, just waiting for you to collect them. Some items make you rich, some unlock hidden extras, and some might just help keep you alive. Keep a sharp eye out for anything that you can add to your stash.

LEGO Studs

10
0
Press START

Scattered about every level are different colored LEGO studs. These can be found lying on the ground or hidden in secret compartments.

Studs already on the ground stay there indefinitely until you touch them, but studs that spill out of a hidden area or from a broken container remain only briefly. Get them quickly before they disappear.

There are four colors of studs that you can collect, and each is worth a different amount: silver (10), gold (100), blue (1,000), and purple (10,000). The gold and silver studs are pretty common and are found almost everywhere.

The more valuable blue and purple studs usually take some effort to find and collect.

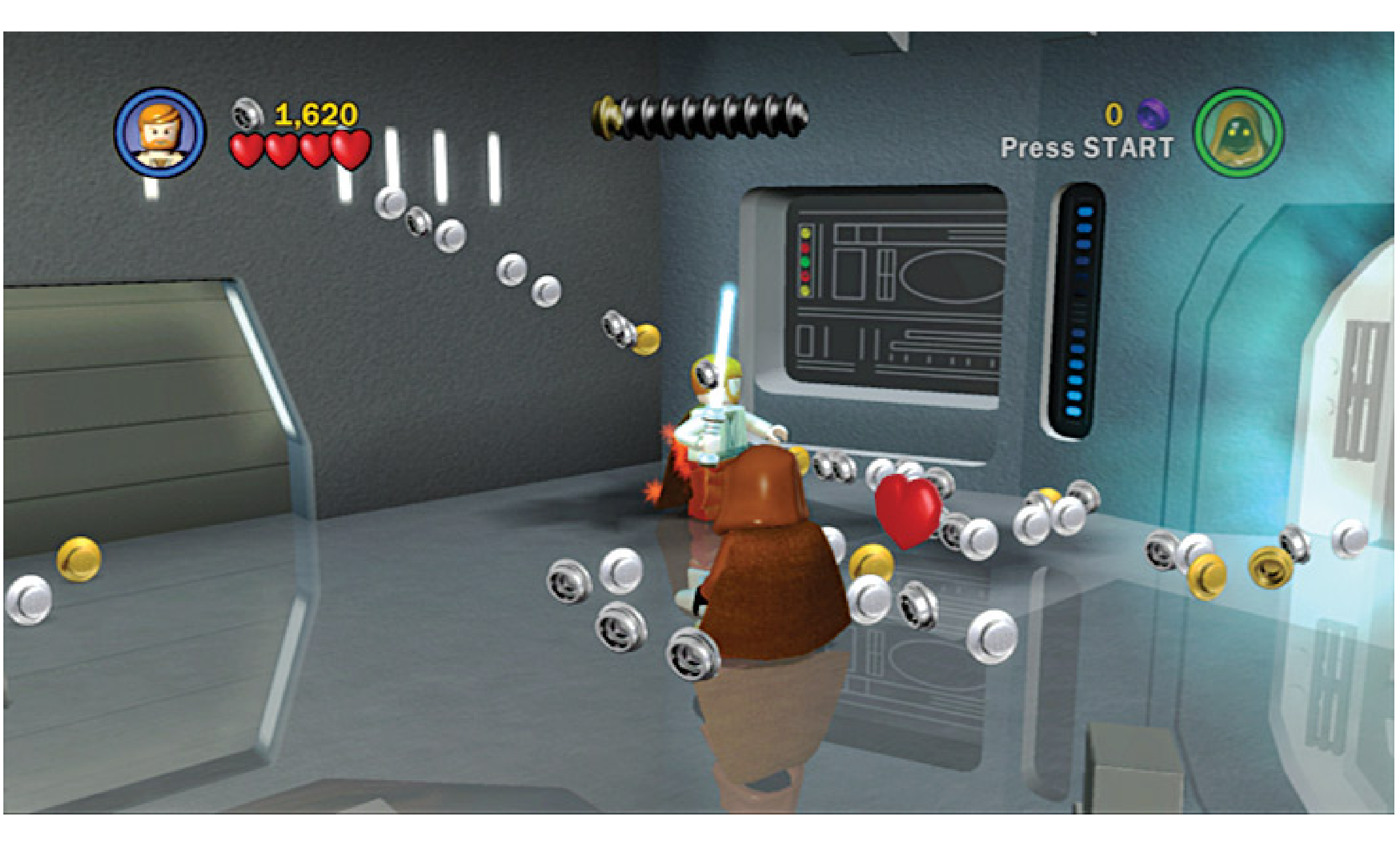
Every stud you collect on a level helps fill up your yellow True Jedi Status meter at the top of the screen. Collect enough studs to fill up the meter to become a True Jedi.

Completely fill up the True Jedi Status meter in Story mode or Freeplay mode to get a gold brick.

Collecting LEGO studs not only fills up your True Jedi Status meter, but also allows you to buy more things at the cantina bar. Walk up to the bar to see what is for sale.

You can buy helpful tips, gold bricks, game extras, and even different characters for the game. Some characters and items cost a lot of studs, so be sure to search every part of a level to get more studs. Every little bit helps.

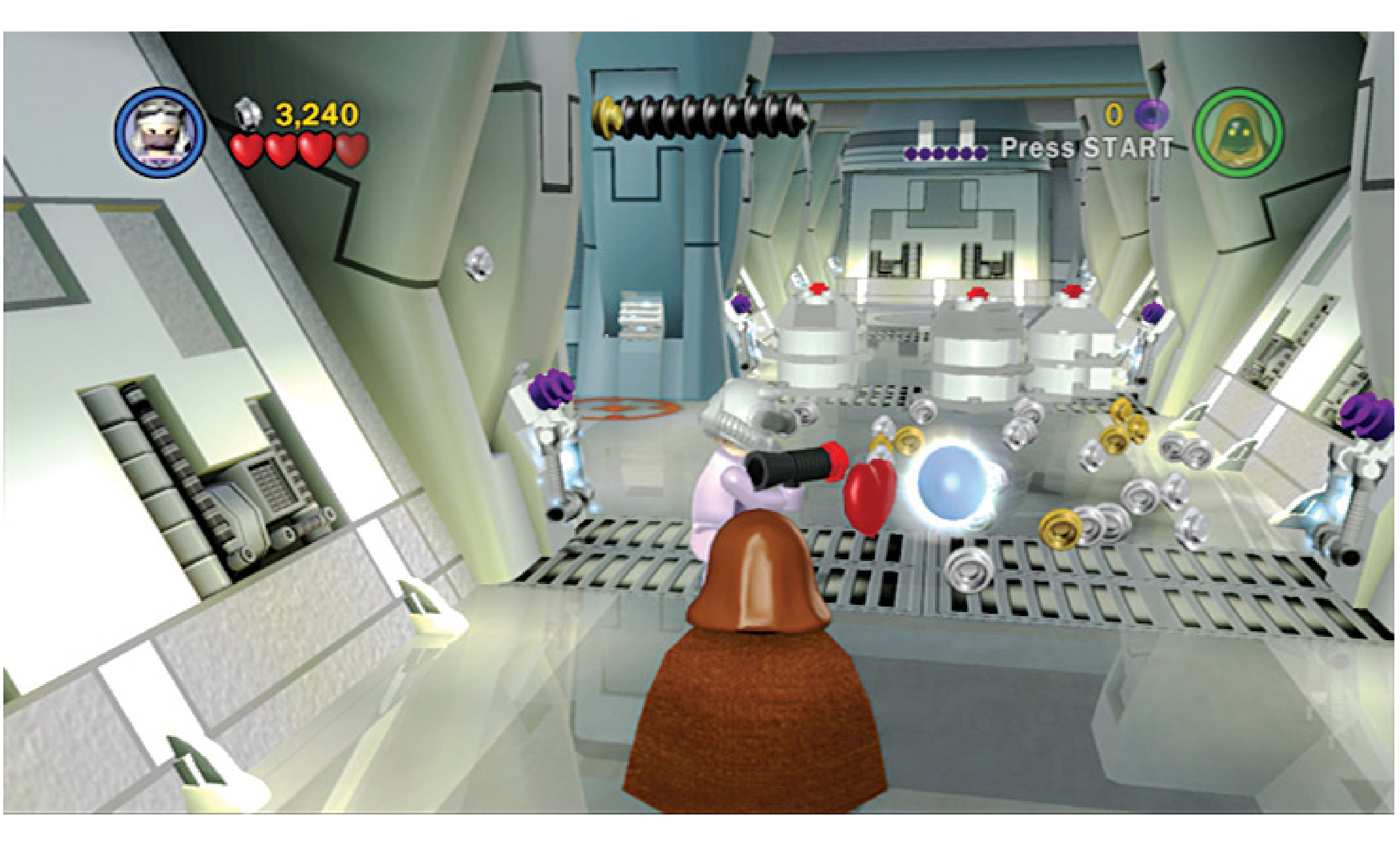
Hearts



Scattered about the galaxy are large red hearts. For every heart you pick up, a heart in your health meter is replenished. If your health meter is already full, the hearts you gather have no effect.

Hearts can mostly be found with the many LEGO studs hidden around each level. You can also find hidden hearts by dispatching enemies and other characters who roam the galaxy. Always try to keep your health meter full, so pick up any hearts on the ground before they disappear.

Power Ups

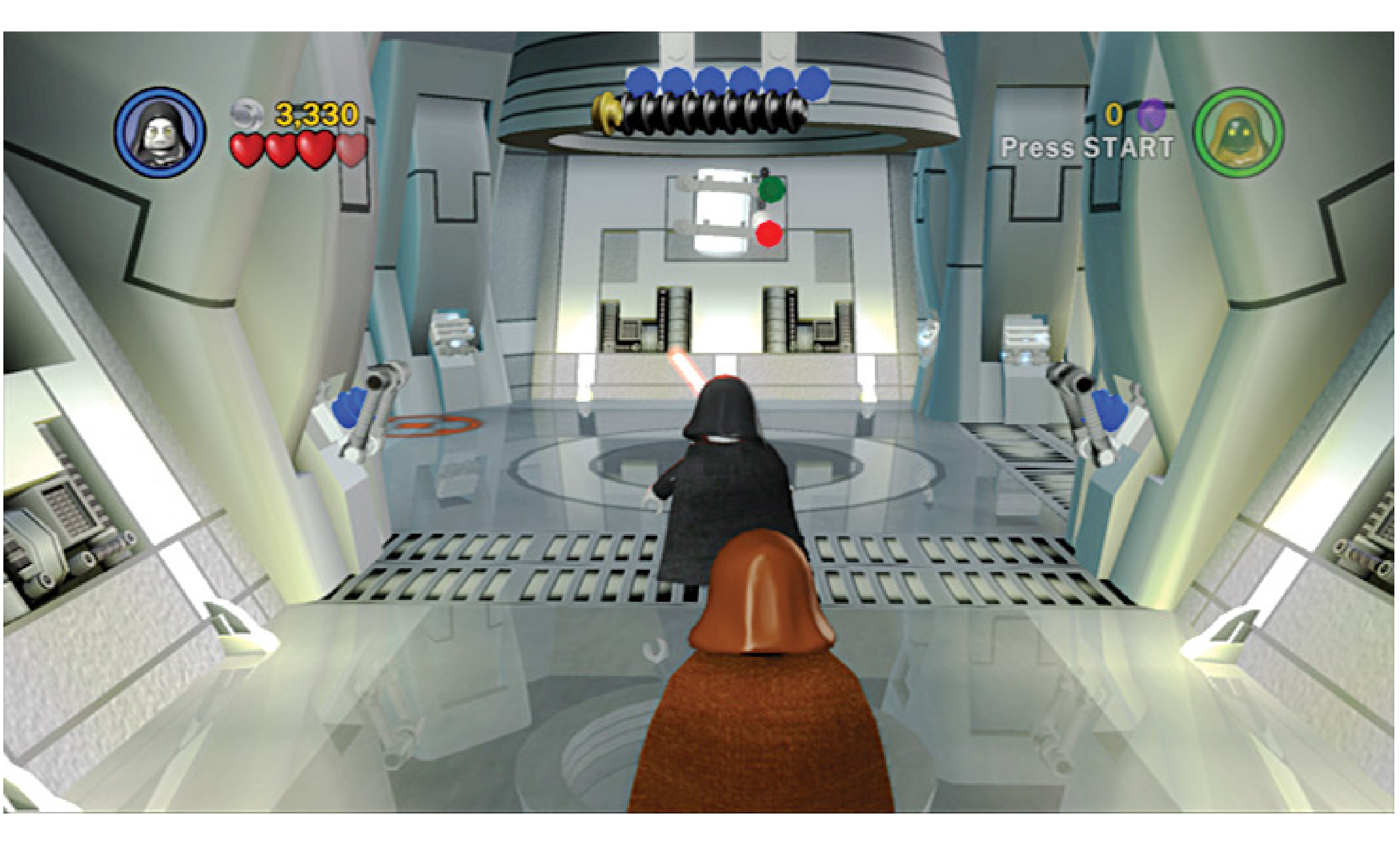


Hidden throughout the universe are special power ups. These unique items help you take on even the most dangerous opponent. They last only for a limited time, so make the most of their ability while you have one active.

Different power ups give you such abilities as:

x2 studs
x2 attack power
Fast Build
Fast Force
Invincible stud magnet

LEGO Canisters



Every level contains 10 hidden LEGO canisters. These canisters are usually placed in areas that are fairly difficult to reach. Sometimes, you must find hidden objects scattered about a level to reveal a hidden canister.

Sometimes, you have to move certain switches using the Force. Some canisters are hidden behind breakable panels. And some LEGO canisters are locked away in rooms that only certain characters can get to in Freeplay mode.

There are many different ways the canisters are hidden throughout the galaxy, so keep a sharp eye out for where they might be. Find all the LEGO canisters in the galaxy to build vehicles out in the cantina parking lot.

Special LEGO Canisters

9:43.57
Press START
0/10

These special blue canisters can be found only in Challenge mode, where you have 10 minutes to find all ten. If you collect all 10 canisters on a level, you get a huge LEGO stud bonus added to your total.

Red Power Bricks

4,010
0
Press START

Every mission has a red power brick hidden somewhere on the level. Red power bricks are usually hidden pretty well and may require you to go back in Freeplay mode in order to find them.

Finding power bricks unlocks extra features such as super lightsabers that you can purchase at the cantina bar. After you find the red power brick on a level, you are rewarded with a gold brick as well.

Gold Bricks

123,100
91/160

Scattered throughout the game are 160 gold bricks, and there are different ways of earning them. Reaching True Jedi or finding all the LEGO canisters on a level are ways you can earn a gold brick when playing through the missions.

You can also purchase more bricks at the cantina bar, but they get expensive. Completing the bounty hunter missions is another easy way to earn these valuable bricks.

Gameplay Basics

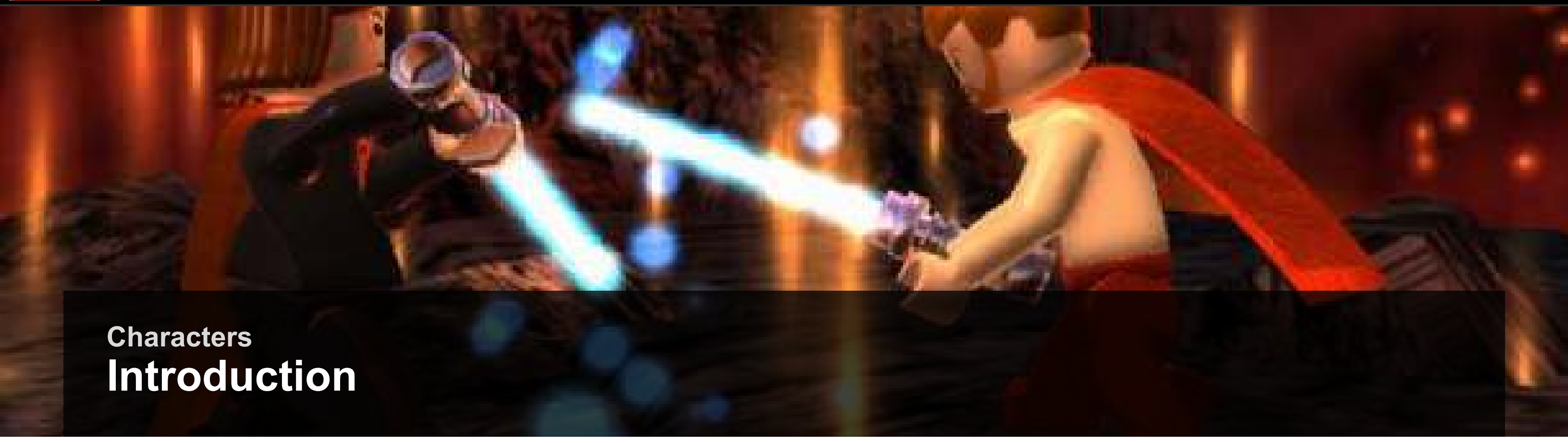
Environment

The Star Wars galaxy is an extremely interactive environment. Objects made of LEGOs that you find along your adventure can usually be interacted with in one way or another.

Some of these LEGO pieces can be destroyed by shooting them with blasters or chopping them up with a lightsaber.

If a LEGO object seems impervious to destruction, it probably means that you can use the Force on it to either move it in some way or cause it to break apart. You can also put LEGO pieces together to form a new object.

Whenever you see a pile of LEGOs bouncing up and down slightly, that means they can be assembled. During your adventures, be sure to interact with everything in the environment to find hidden treasures.



Characters

Introduction

There are more than 100 different characters you can choose to play during your *LEGO Star Wars* adventure. As you progress through the game, you will come across many strange and exotic characters.

Some will be added to your list of playable characters. Others will become available to purchase at the bar using the LEGO studs you find. And the added feature of character creation lets you mix and match characters just to your liking.

The cast of characters you buy and collect all have unique attributes and abilities. Some of these characters will get you into otherwise unreachable lands.

Collect and purchase all the characters you can, because you never know when you might need their help getting through a mission.

Note

Selecting Two Characters in Freeplay Mode Instead of One

Choose the first character you want to use in Freeplay mode. After you start the mission, take control of the other character and return to Mos Eisley cantina. Now the character you first picked is your companion.

When you choose to play Freeplay mode again, you can choose another character that you want to use during the mission. For example, start a mission as Boba Fett and the game will select your other partner, say, Princess Leia.

Take control of Princess Leia and return to the cantina. Now enter the Freeplay mission again. Boba Fett is automatically your partner, leaving you free to choose another character to take with you.

This gives you the power to choose two characters that you want to use during a Freeplay mission.

Jedi: Force attuned, double jump ability.

Sith: Force attuned, double jump ability, can manipulate dark force items.

Small characters: Chute travel ability.

Activation panel droids: Access panels.

Super jump characters: Super jumping ability.

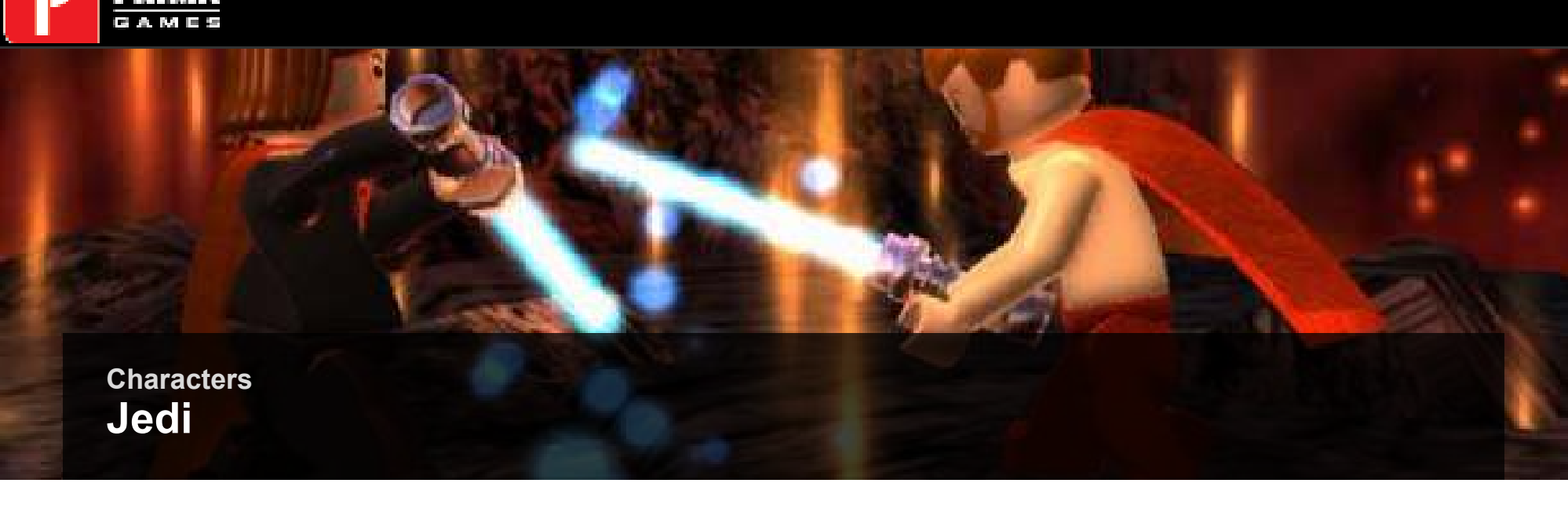
Bounty hunters: Thermal detonators and can open Bounty Hunter doors.

Ghost characters: Impervious to damage.

Blaster characters: Ascension gun ability.

Other characters: Little or no useful abilities.

Stormtrooper characters: Can open stormtrooper doors.



Characters

Jedi

New Character

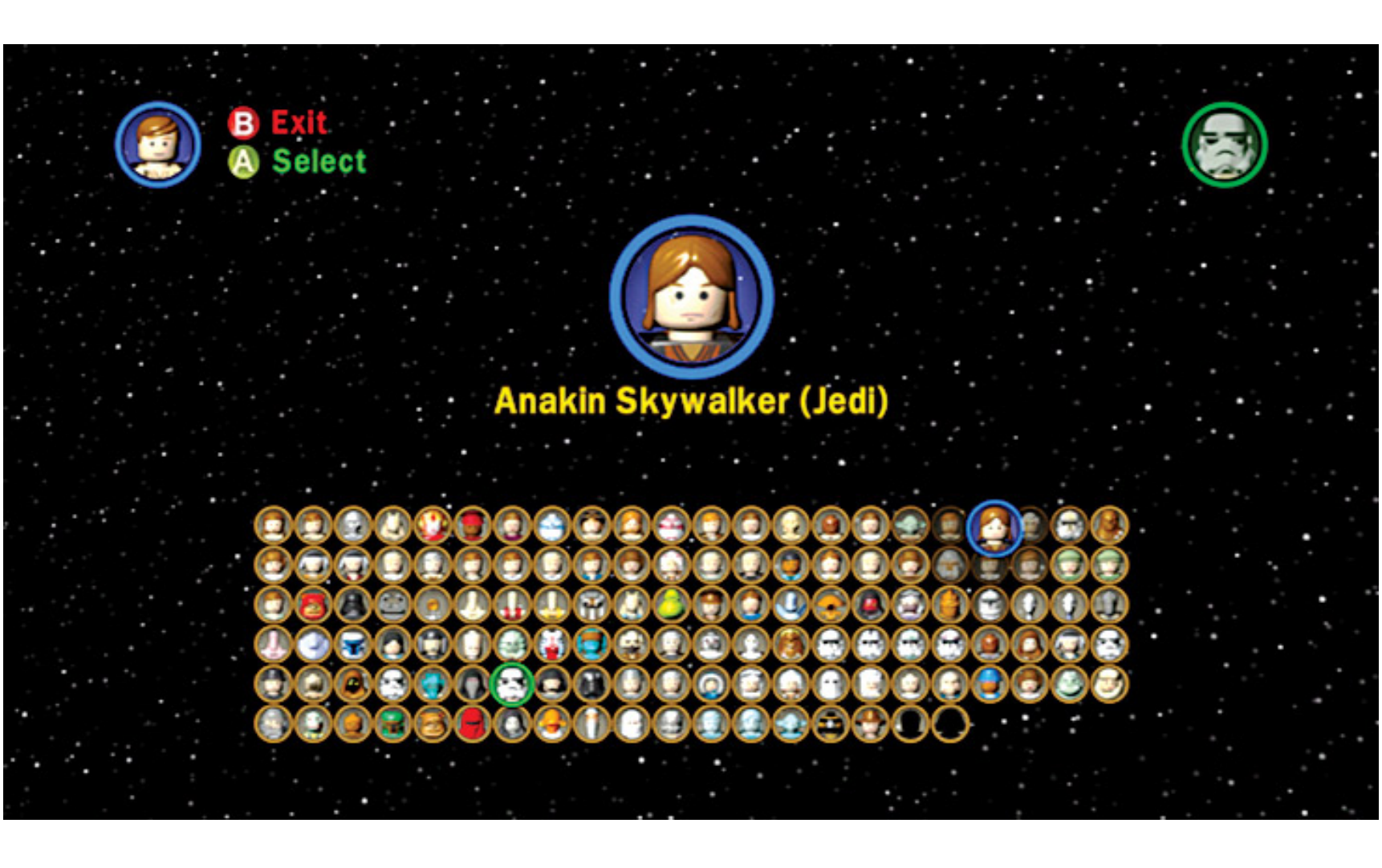
Aayla Secura

B Exit
A Select
Aayla Secura

This female Jedi knows the galaxy is a dangerous place so she must use all her strength to help protect it. As with all the other Jedi, Aayla Secura can manipulate glowing objects by using the Force.

And when the going gets tough, she can bring out her lightsaber and take care of any problem.

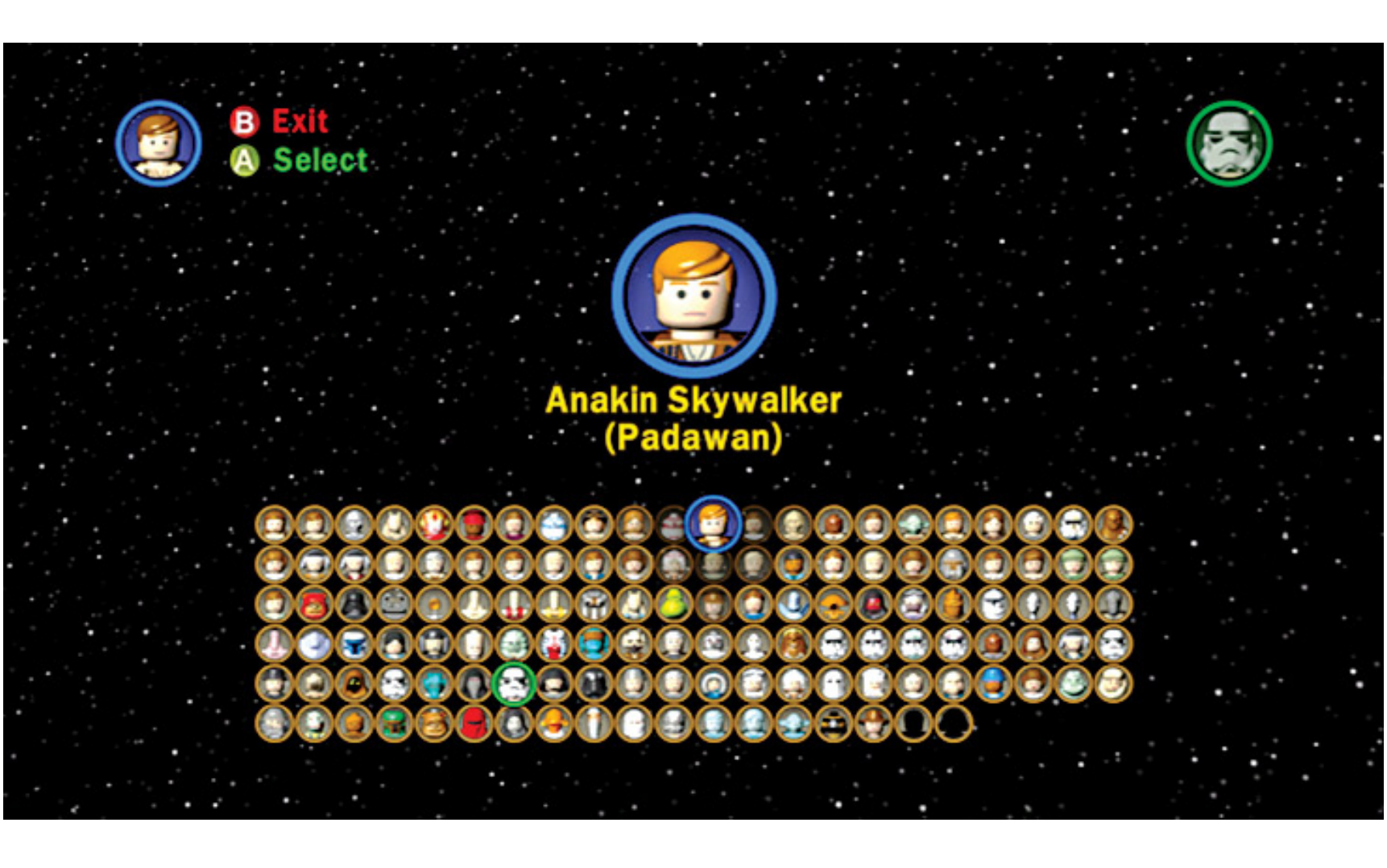
Anakin Skywalker (Jedi)



Dressed in black with a curious smirk on his face, this Anakin isn't the same little boy from Tatooine anymore. Something has changed within him.

He still wields his lightsaber with the best of them and can crash down on his enemies with his powerful double jump attack. And you can always count on his powers of the Force to help you out of a jam. But how long will he use his powers for good?

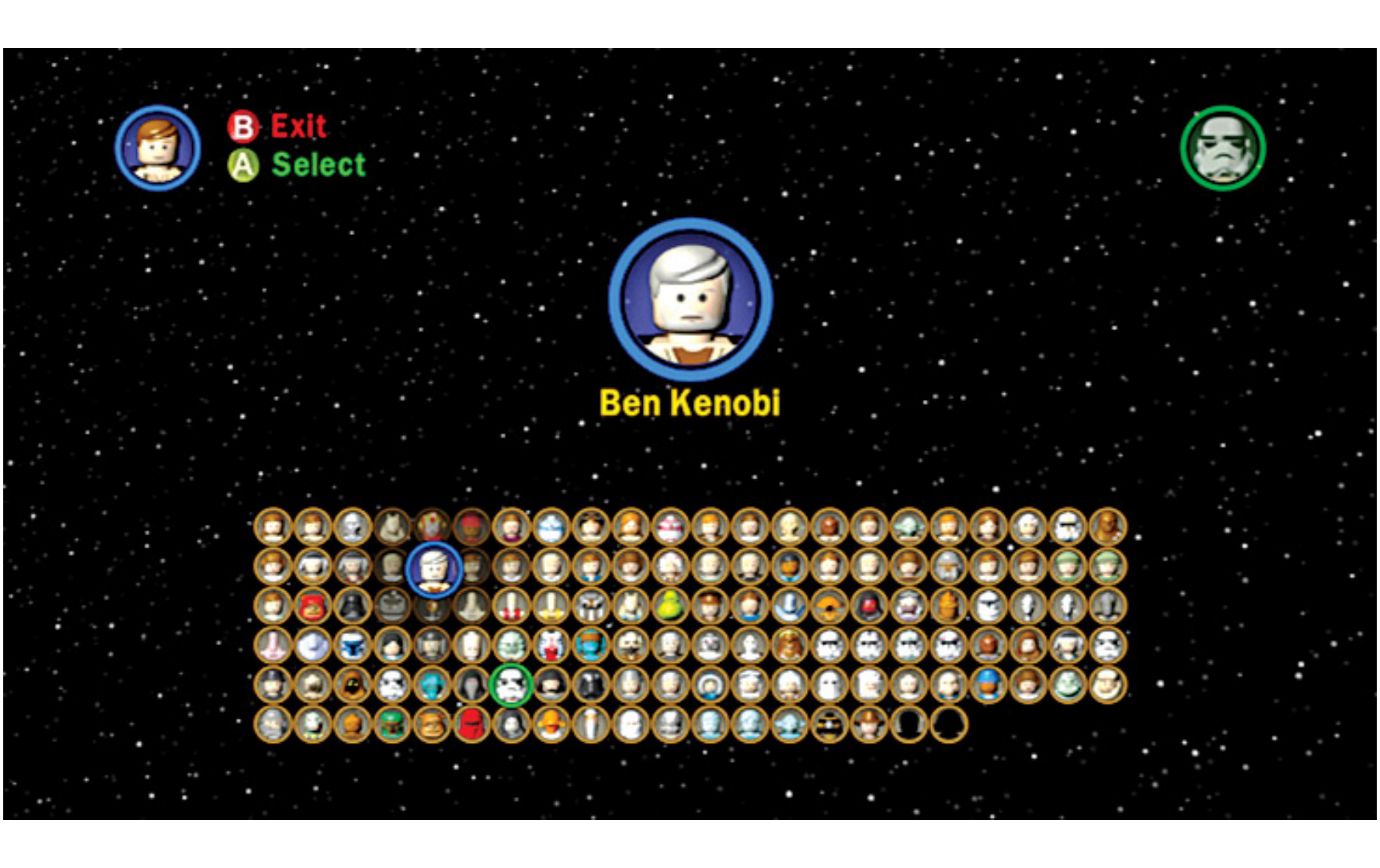
Anakin Skywalker (Padawan)



Anakin Skywalker has grown into a young Jedi warrior and as such can use the ways of the Force to do his bidding. Moving heavy objects and opening secret compartments are nothing to him.

And like all Jedi, he carries a lightsaber to defend himself with. He can also perform a double jump to access hard-to-reach locations or attack his enemies with brutal force.

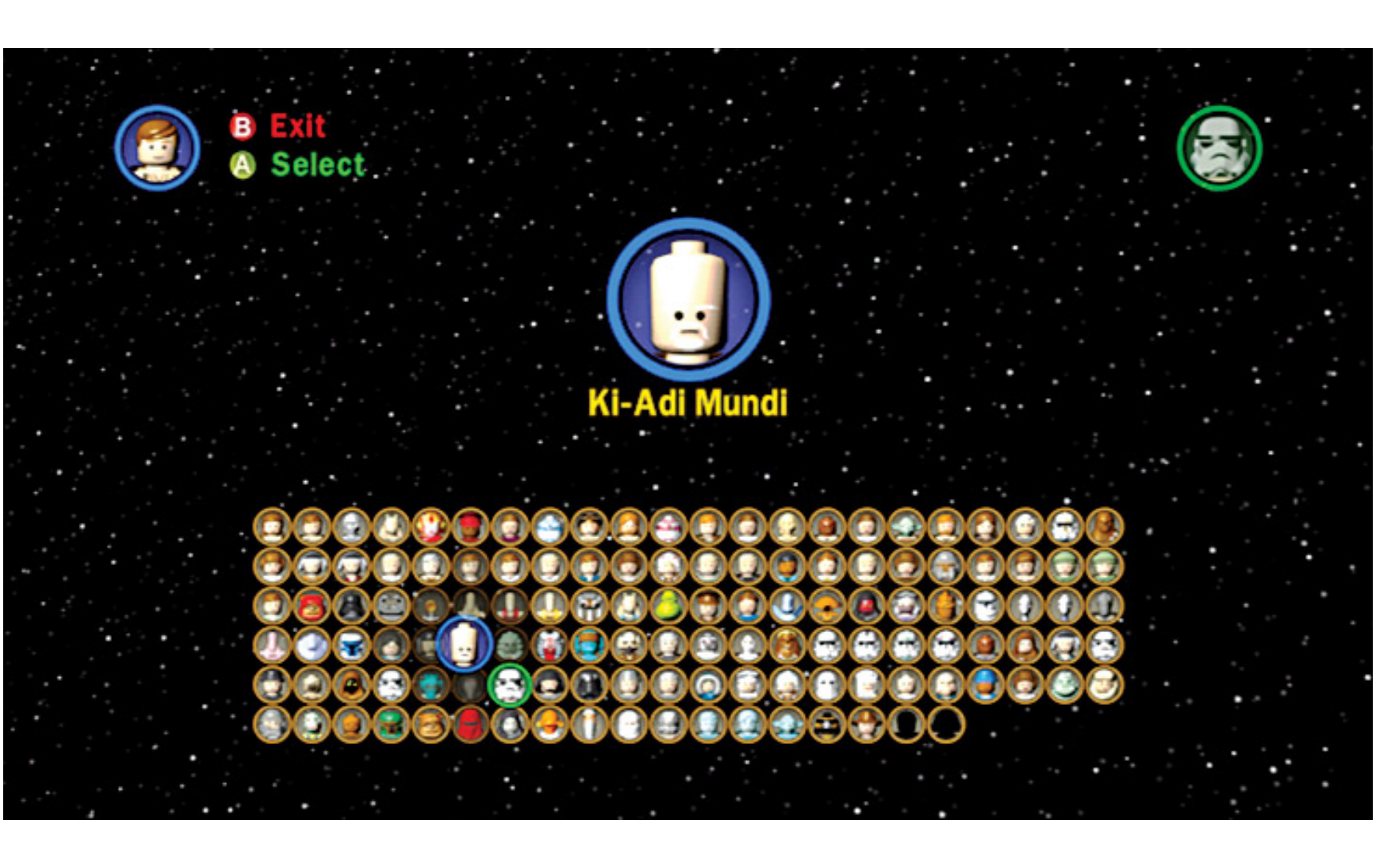
Ben Kenobi



Old Ben Kenobi is the strange hermit who lives out in the desert by himself and who everybody talks about. What few people know is that he is one of the last surviving Jedi in the galaxy. He even trained Luke's father in the ways of the Force.

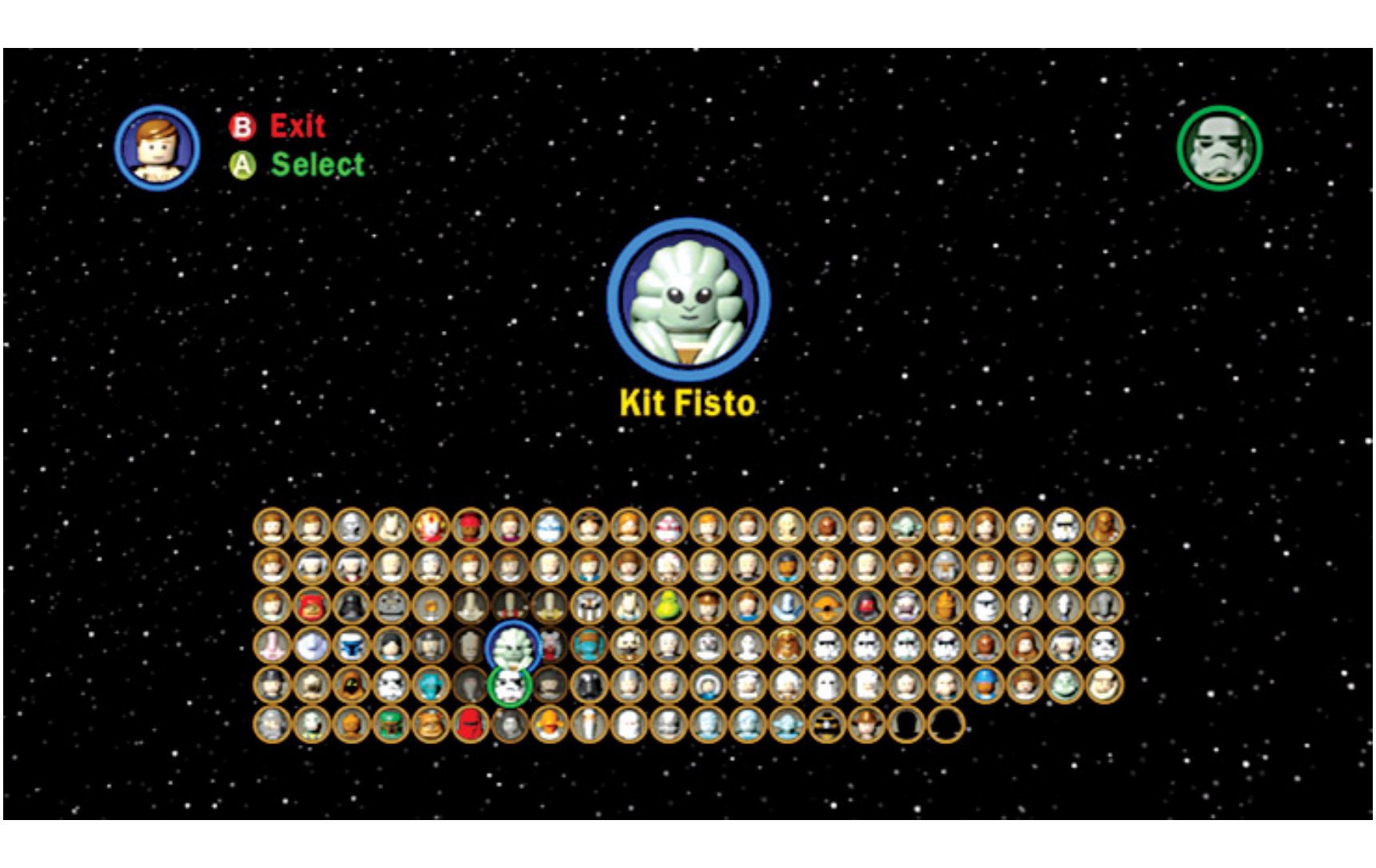
Now it falls on his shoulders to train the young Luke Skywalker and keep his fingers crossed! As a Jedi, Ben Kenobi doesn't need to use a blaster because he can use the Force.

Ki-Adi-Mundi



Ki-Adi-Mundi has long been a strong Jedi with a great command of the Force. He can use the Force at his will and can cut you to little bits with his lightsaber if your eyes wander above his brow.

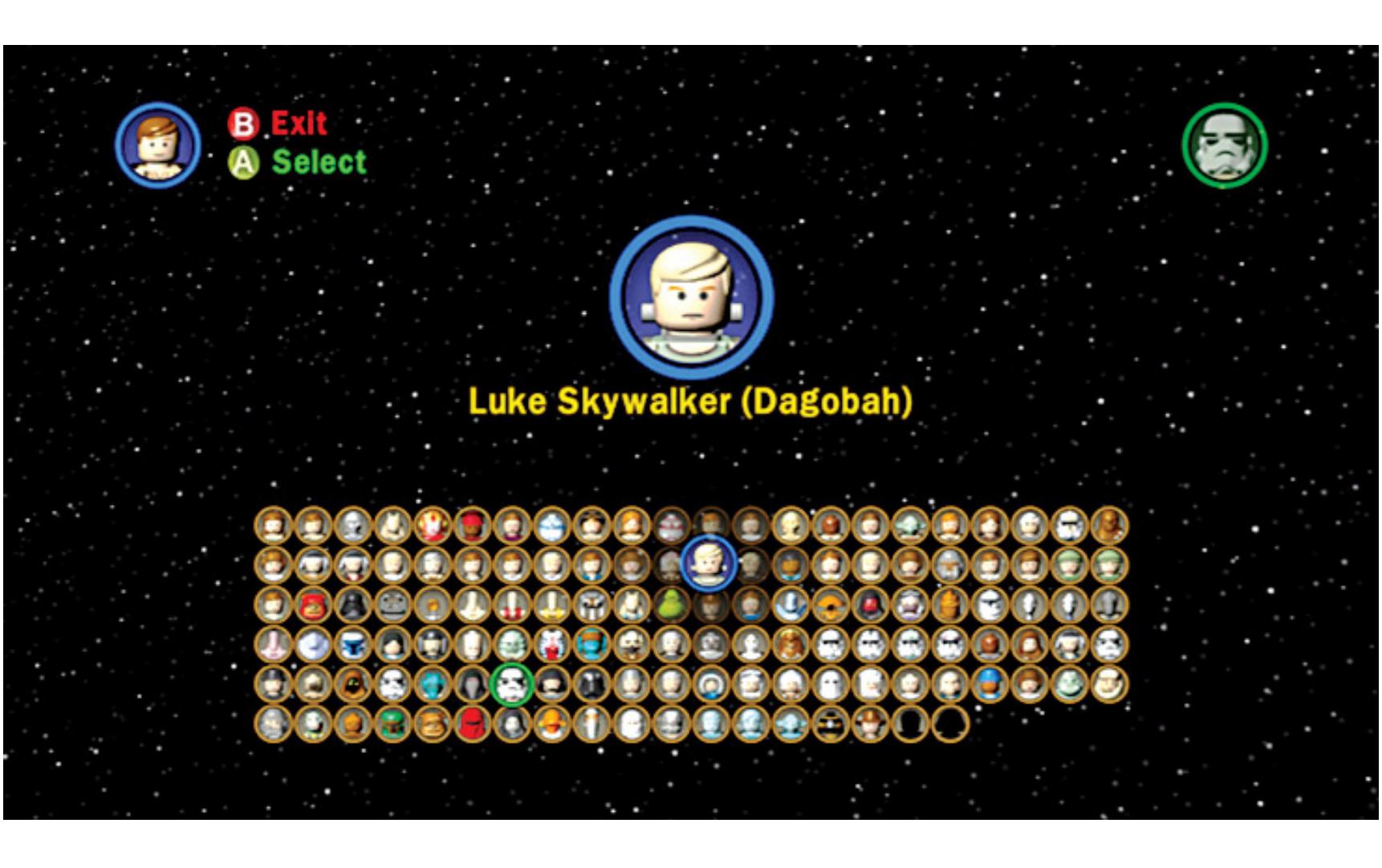
Kit Fisto



To look at him, you might not think that Kit Fisto was a Jedi with his green head and large eyes. But don't let his looks fool you because he is a master of the Force and can move objects and activate equipment without even breaking a sweat.

Versatile with his lightsaber, he can strike his opponents or deflect enemy lasers to defend himself.

Luke Skywalker (Dagobah)

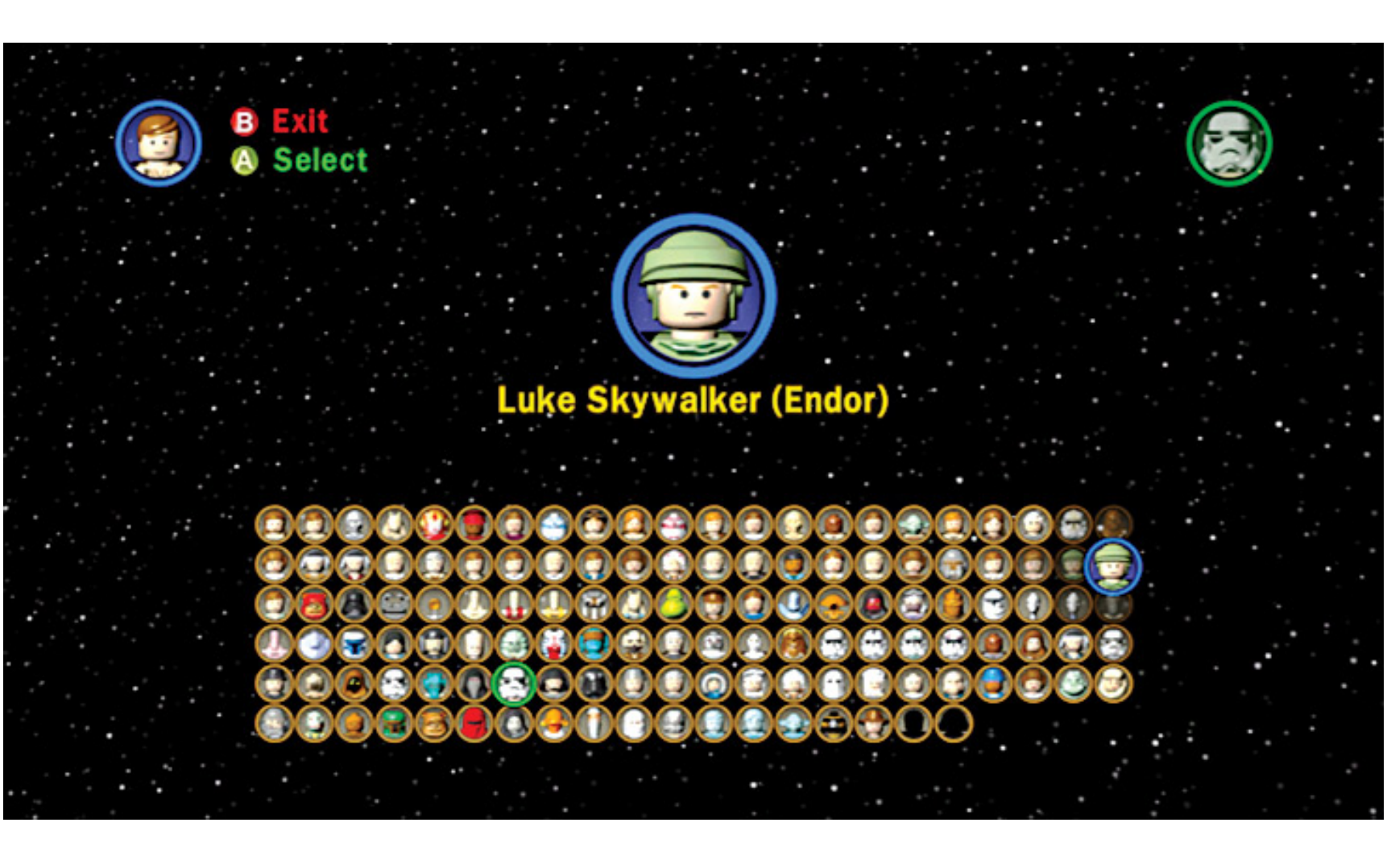


Luke Skywalker goes to Dagobah a Rebel fighter and becomes a Jedi...for the most part. With Yoda on his back, Luke learns the ways of the Force—until he sees that his friends are in trouble on the Cloud City of Bespin.

Then he has to leave. He might not be a full Jedi yet, but the ways of the Force are strong with this one. After Dagobah, he no longer uses a blaster. Rather, the lightsaber is his new weapon of choice.

Luke can control the Force to manipulate objects found in the world around him.

Luke Skywalker (Endor)

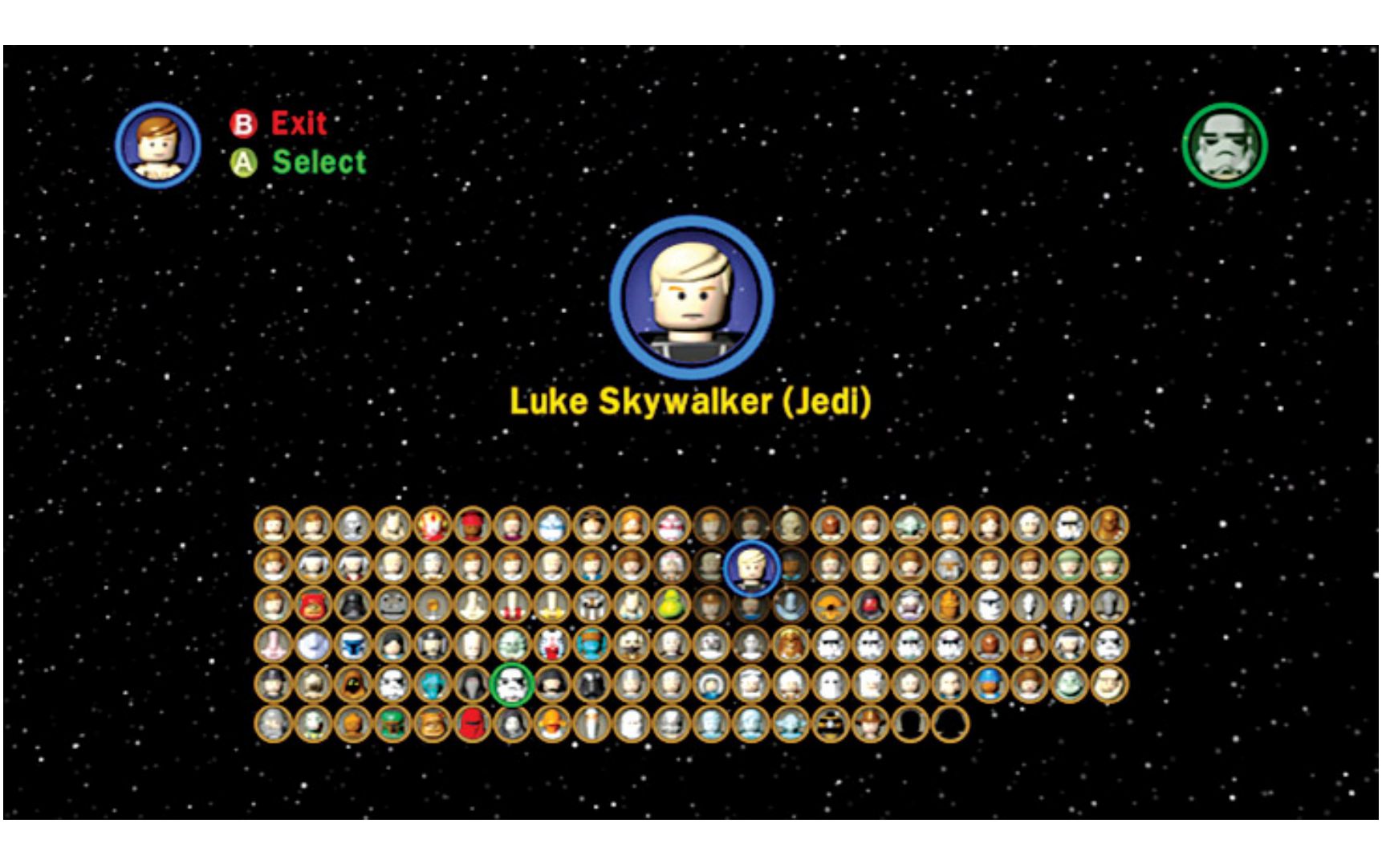


Luke Skywalker goes to Endor to assist his friends in taking out the shield generator for the Death Star. Because Endor is completely covered with jungle growth, Luke must wear green camouflage to cover up his black Jedi clothes.

Luke is well trained in the Force at this point and can use it to move objects or to hurt his enemies. The Force even grants him the ability to double jump to reach otherwise inaccessible places.

When he gets to the business of fighting, he always has his lightsaber by his side.

Luke Skywalker (Jedi)



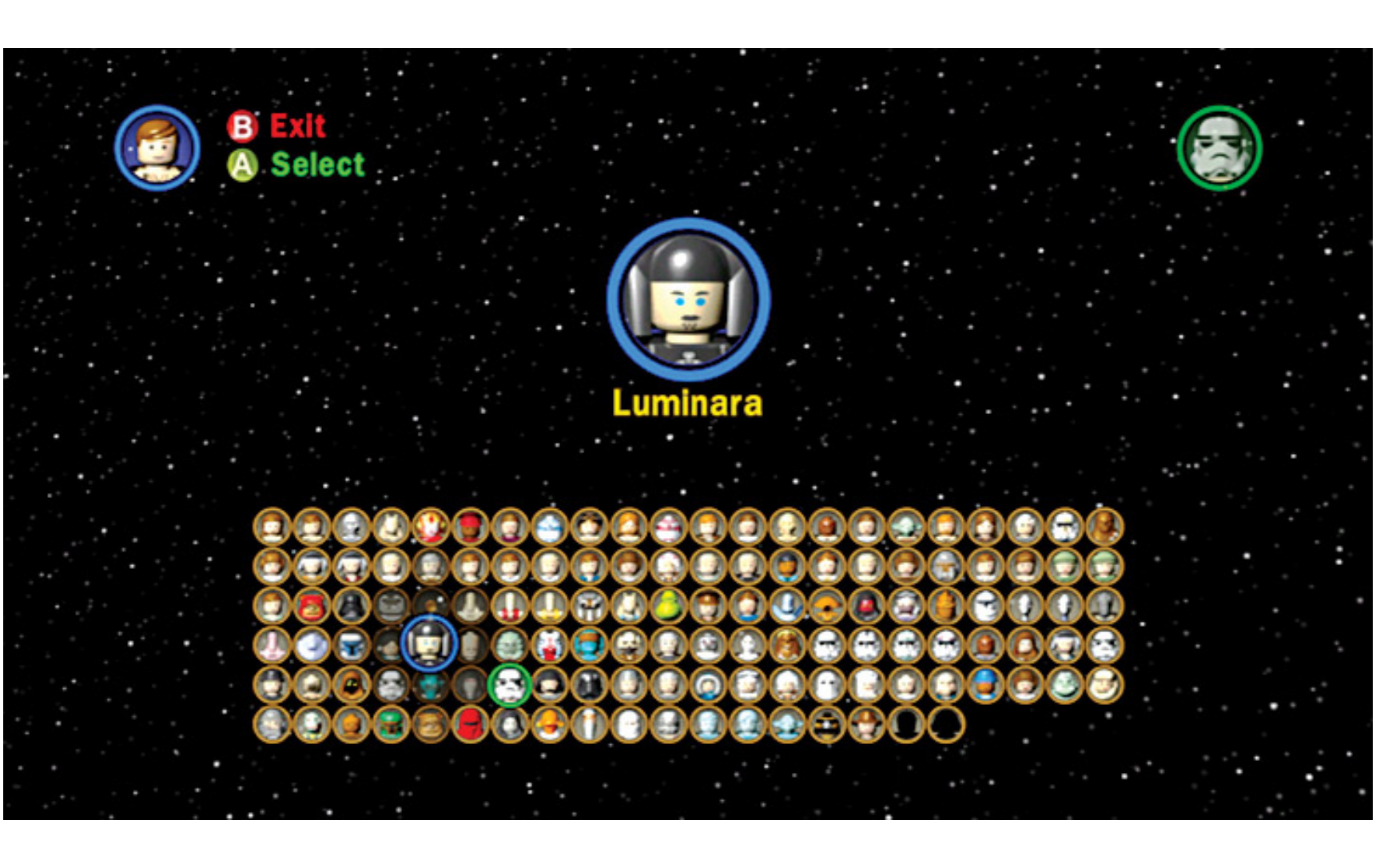
Luke Skywalker has come a long way since growing up on Tatooine. Back then he was just a moisture-farm boy with big dreams of flying around space. Now he is a Jedi and the only hope to save the galaxy from the ruthless Empire.

Dressed all in black like his father, Anakin Skywalker, Luke can wield the Force not only to interact with objects in the environment but also to crush his enemies.

The Force also gives him the special ability to double jump in the air, allowing him to get to places ordinary people can't get to.

When he doesn't want to use the Force, Luke can unleash the fury of his lightsaber to deal out justice to those that stand in his way.

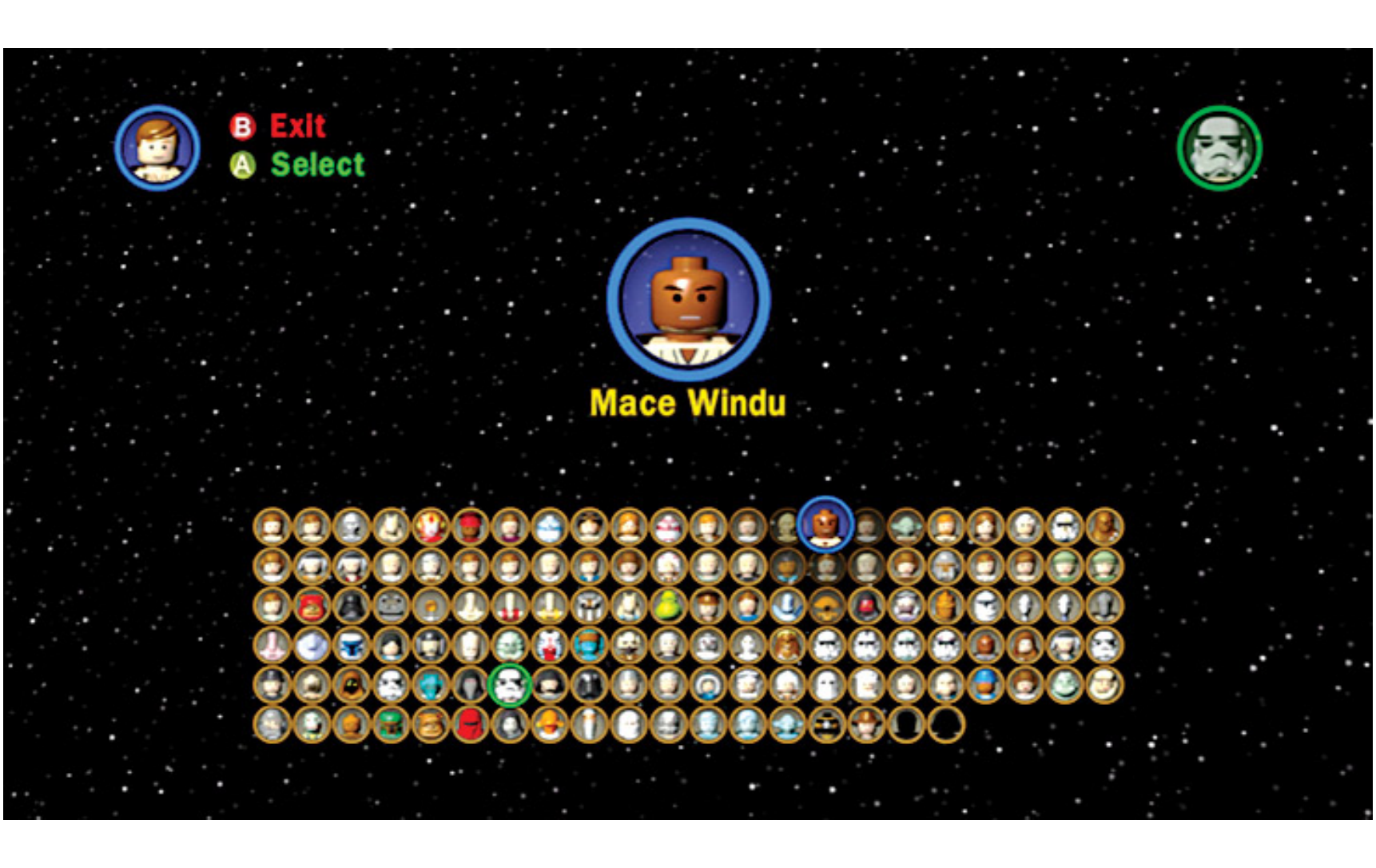
Luminara



This black-robed figure has all the benefits of the Jedi from years of training. Luminara can manipulate objects in the environment by moving them around or destroying them using just the Force.

And as with all Jedi, he has a powerful lightsaber that he uses to hack his LEGO enemies to pieces.

Mace Windu



Mace is a powerful Jedi who is trusted by the Jedi Master Yoda. As with all Jedi, he wields his lightsaber with ease and skill and is capable of taking down the most fearsome opponents, including Jango Fett.

When fighting, Mace can double jump out of danger while using the Force and his lightsaber to keep the peace.

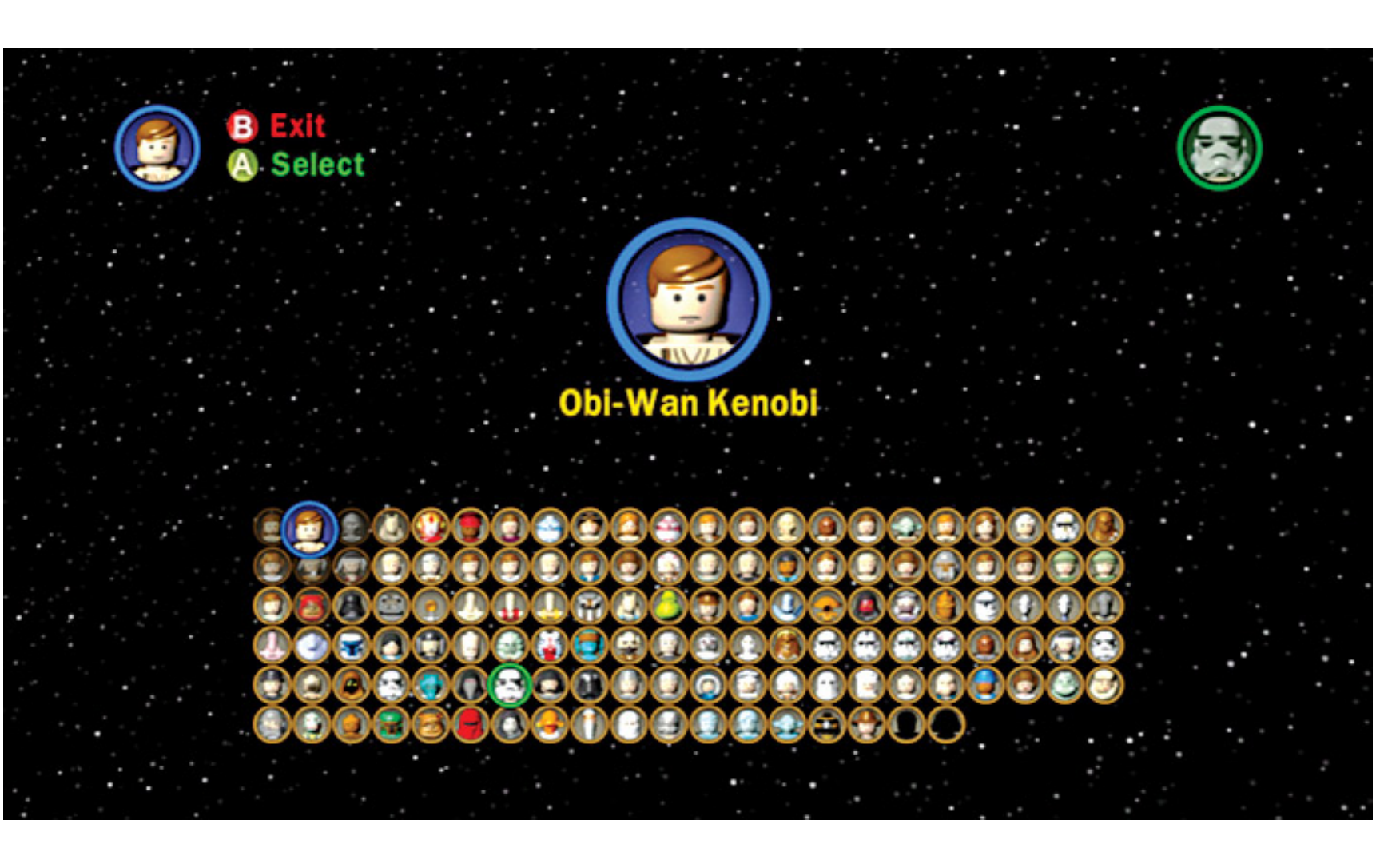
Mace Windu (Episode III)

B Exit
A Select
Mace Windu (Episode III)

He's not yelling; that's the way he talks. Mace Windu looks as angry as ever, but he carries his powerful purple lightsaber so it's wise not to say anything.

Mace doesn't take too kindly to his enemies and can perform a powerful double jump attack that will hurt any of his foes. His skills with the Force can't be beat.

Obi-Wan Kenobi



Obi-Wan Kenobi is the Padawan of Qui-Gon Jinn. Not quite ready to be on his own, he learns the ways of the Force from his master. He has the same kinds of abilities as Qui-Gon.

He can attack his enemies with his lightsaber, has great mobility, and can use the Force to manipulate objects in the environment or push his enemies around.

Obi-Wan Kenobi (Episode III)

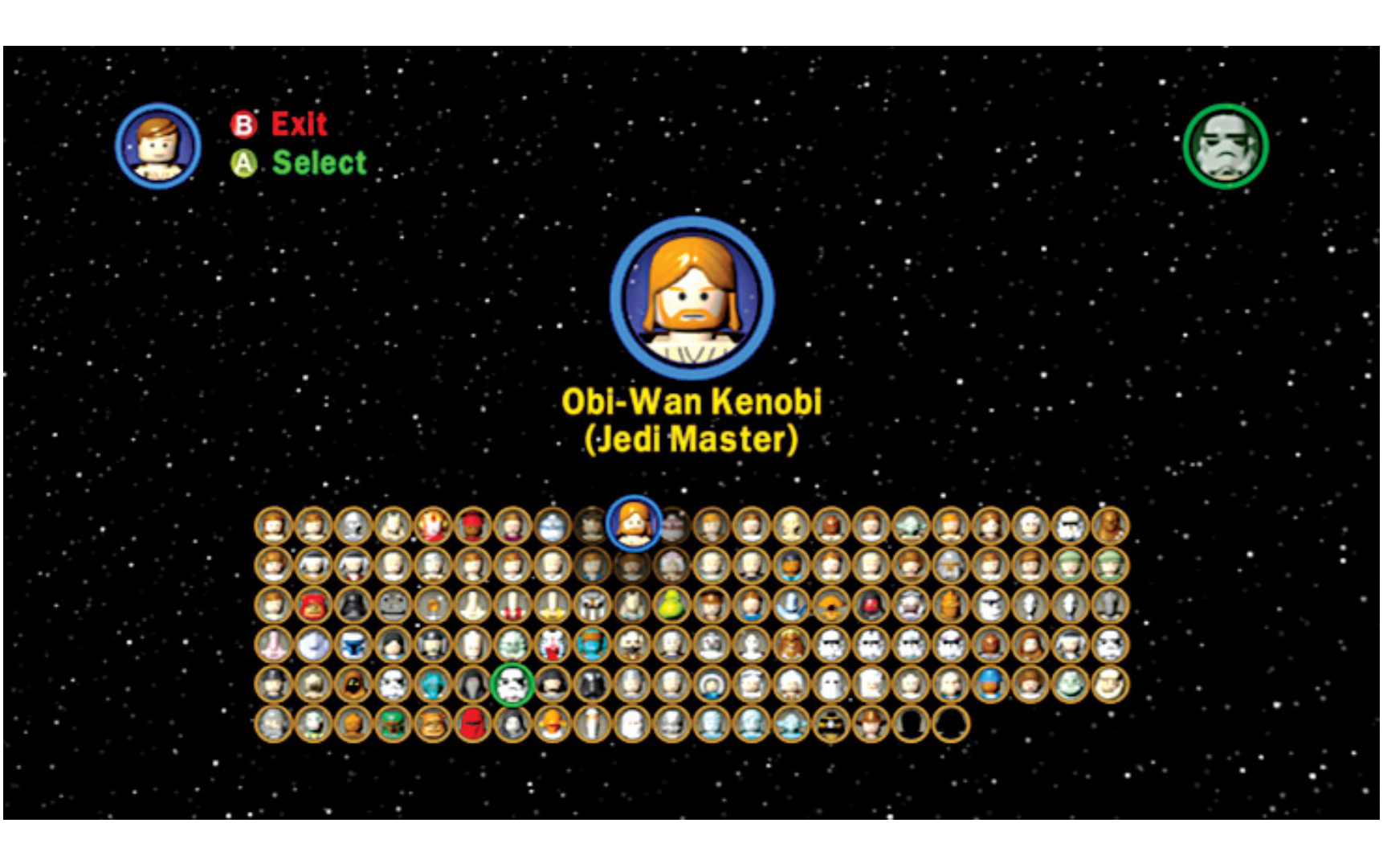
B Exit
A Select
Obi-Wan Kenobi (Episode III)

This bearded Obi-Wan Kenobi has come a long way from Padawan to Jedi Master, and he carries with him the same powerful skills.

His sense of the Force is still just as strong as his ability to swing the lightsaber to attack his enemies or defend himself from attack.

He'll need all of these skills if he's to have any chance of surviving the dark Sith threat.

Obi-Wan Kenobi (Jedi Master)



No longer Obi-Wan the pupil, he is Obi-Wan the Jedi Master after the death of Qui-Gon Jinn. The powers of the Force continue to run strong through him.

He can still attack enemies using the Force and can move objects that would normally be too heavy to lift. His mobility with the double jump is great, and if caught in a battle, he can always rely on his lightsaber to get him out of trouble.

New Character

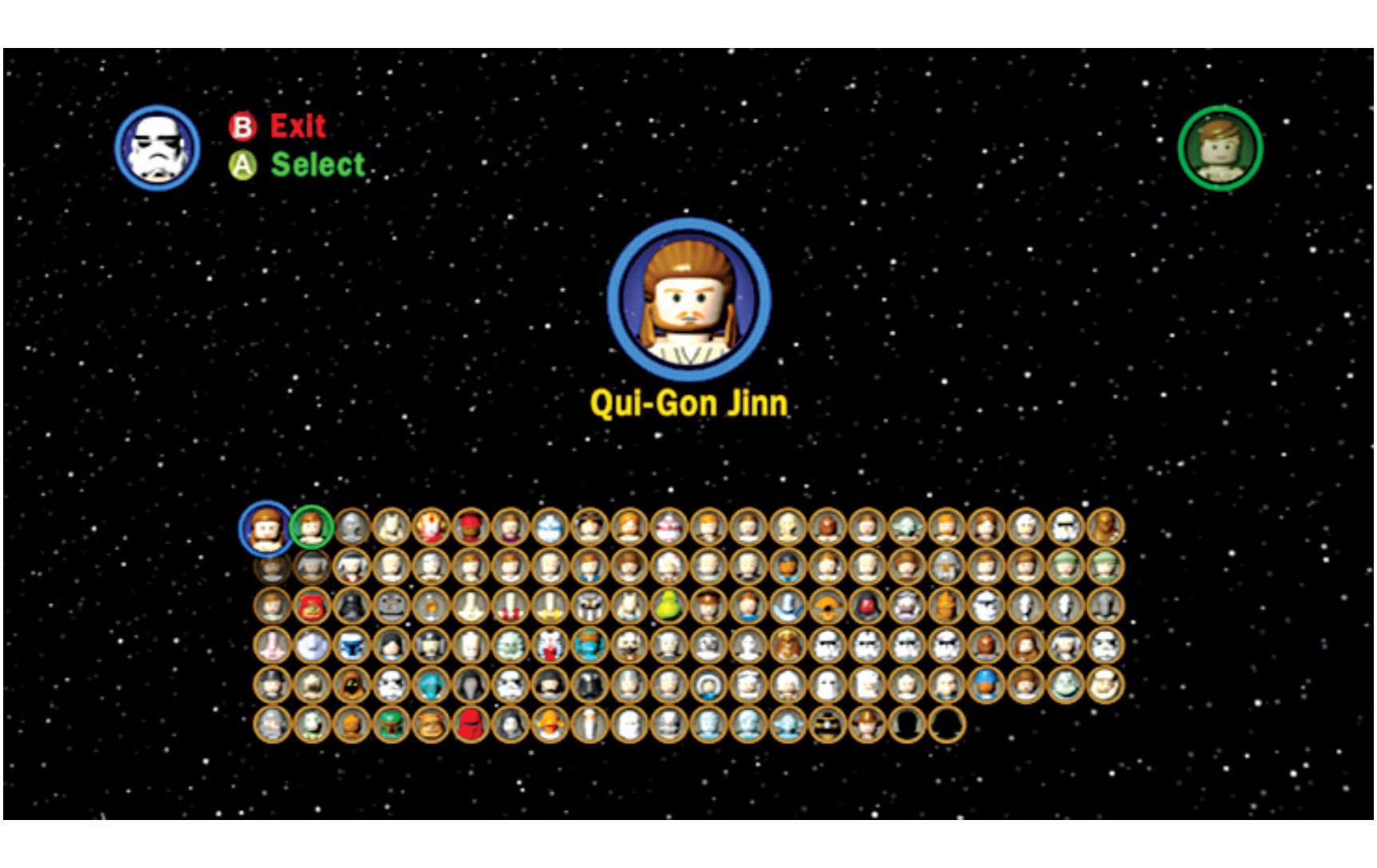
Plo Koon

B Exit
A Select
Plo Koon

The Jedi council obviously doesn't discriminate based on looks. The masked Jedi, Plo Koon, might not look like much, but he has all the same outstanding powers as any Jedi.

He can move and open objects using the Force, and he can hack up any opponent with his powerful lightsaber.

Qui-Gon Jinn

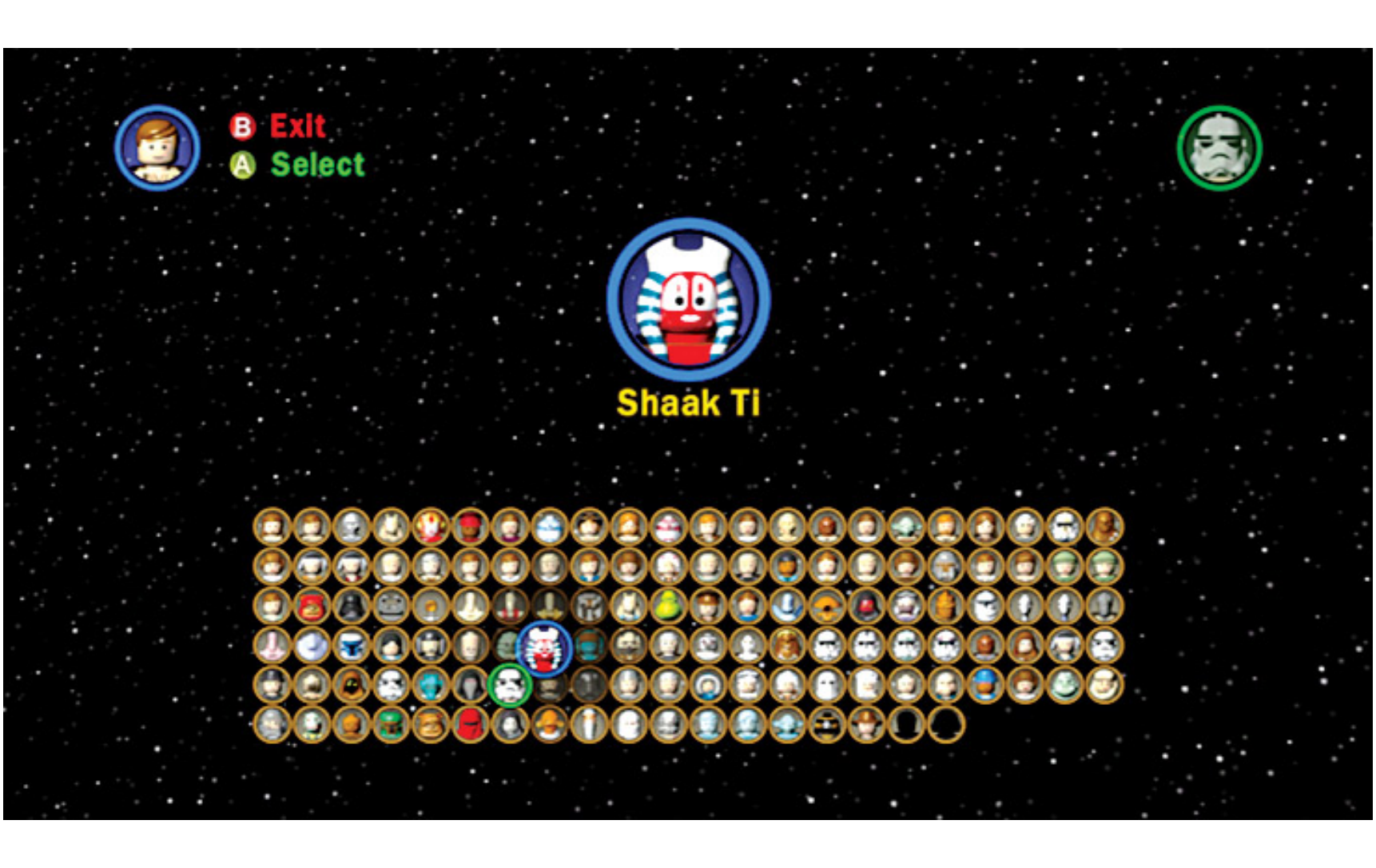


A Jedi Master and teacher to Obi-Wan Kenobi, Qui-Gon fights to protect the safety of the galaxy. To do this he must use his mastery of the Force.

With the power of the Force, Qui-Gon can push his enemies around, move heavy objects with ease, and can activate switches at his will.

As a Jedi, he also uses a powerful lightsaber for protection rather than a blaster (which many Jedi consider to be a clumsy weapon). And as far as mobility, Jedi are some of the best at accessing hard-to-reach places with their ability to double jump.

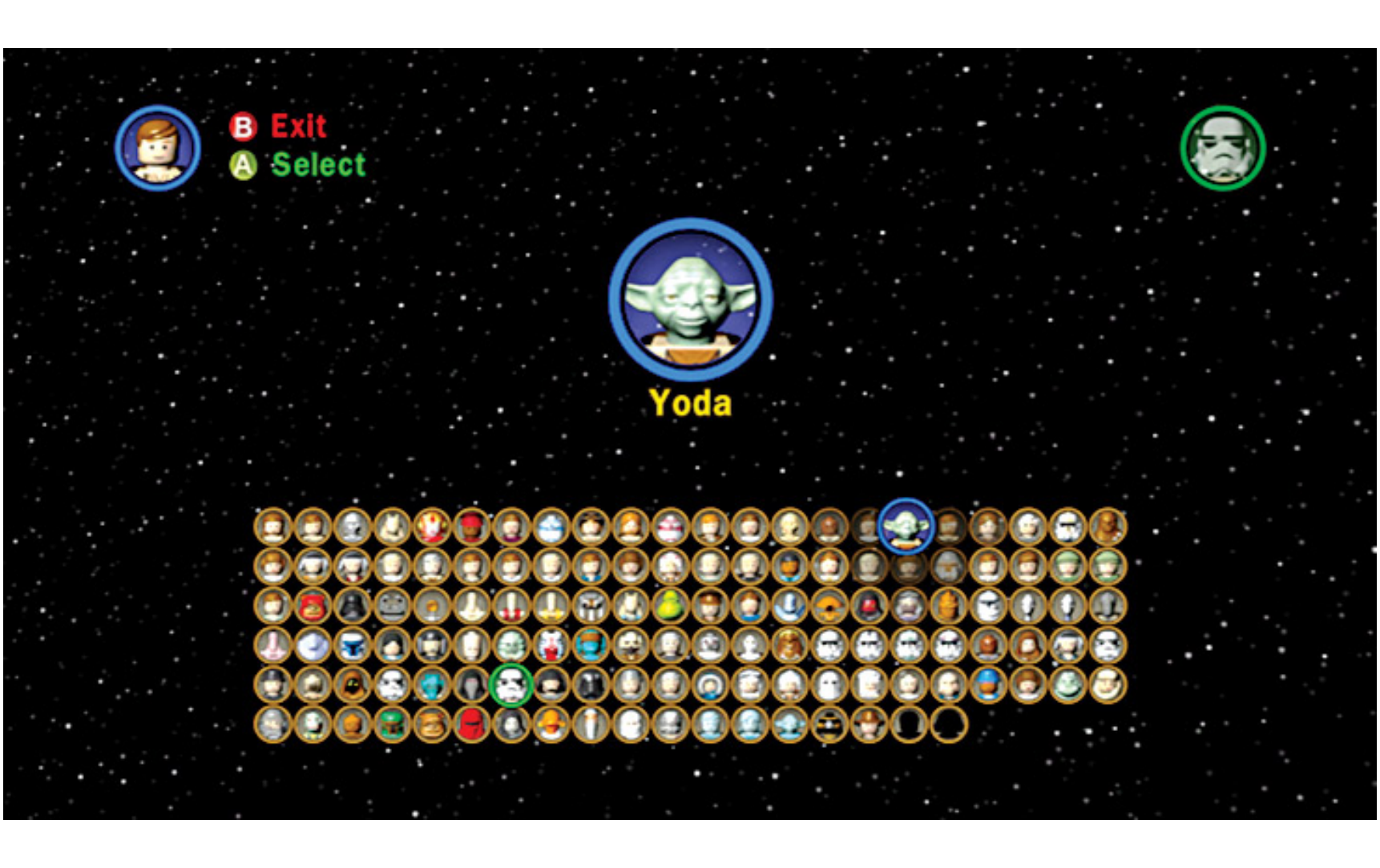
Shaak Ti



Shaak Ti is in full costume and is sure never to be lost in a crowd. And you don't want to forget about this Jedi because she can make you pay if you do.

Fighting on the side of the good, Shaak Ti wields her lightsaber to defend herself and destroys anyone associated with the Sith or Separatists.

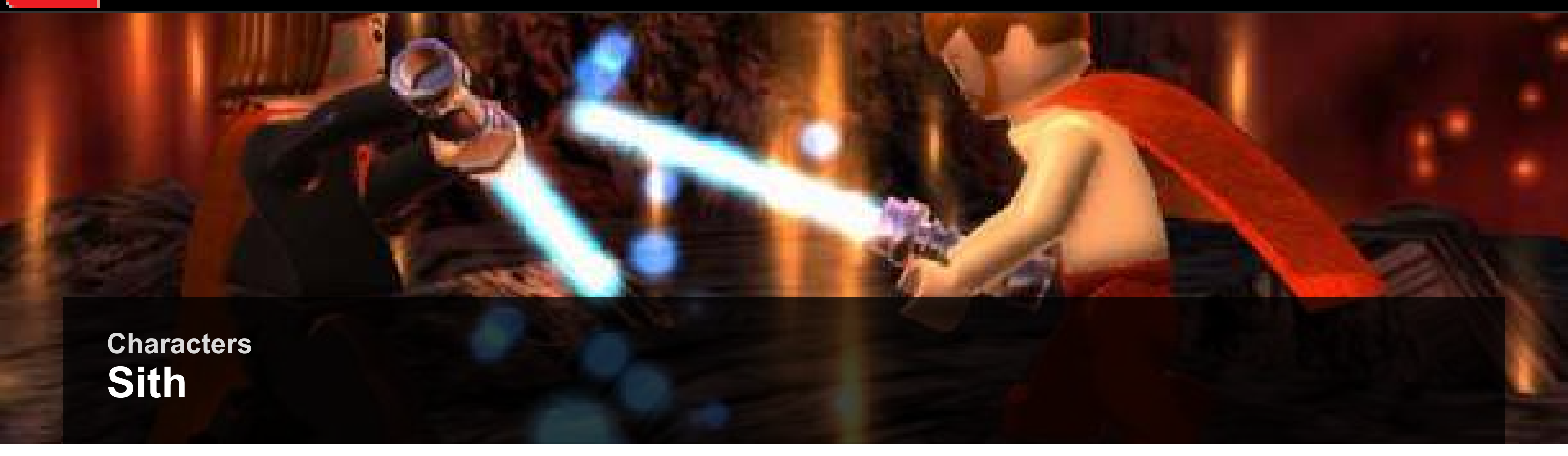
Yoda



Yoda is a master Jedi, having trained in the ways of the Force for hundreds of years. Being so old, Yoda is forced to walk with the assistance of a cane. When he does, he is very, very slow.

But the Force is still strong in his old frame and it gives him the ability to double jump pretty far and cover more ground. The Force allows him to interact with objects scattered around the various worlds.

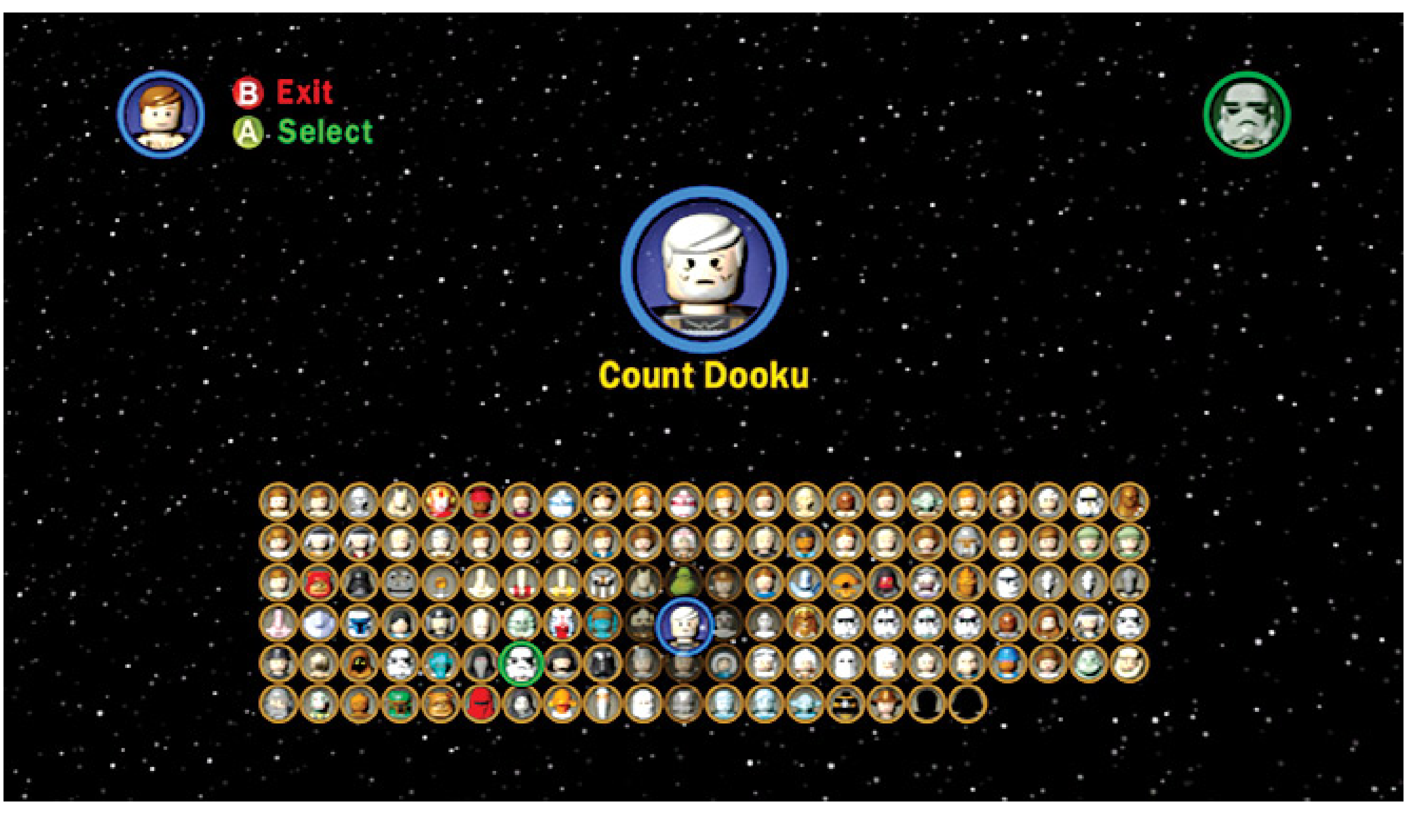
And when danger comes, Yoda doesn't shy away, but instead readies his lightsaber to meet the challenge.



Characters

Sith

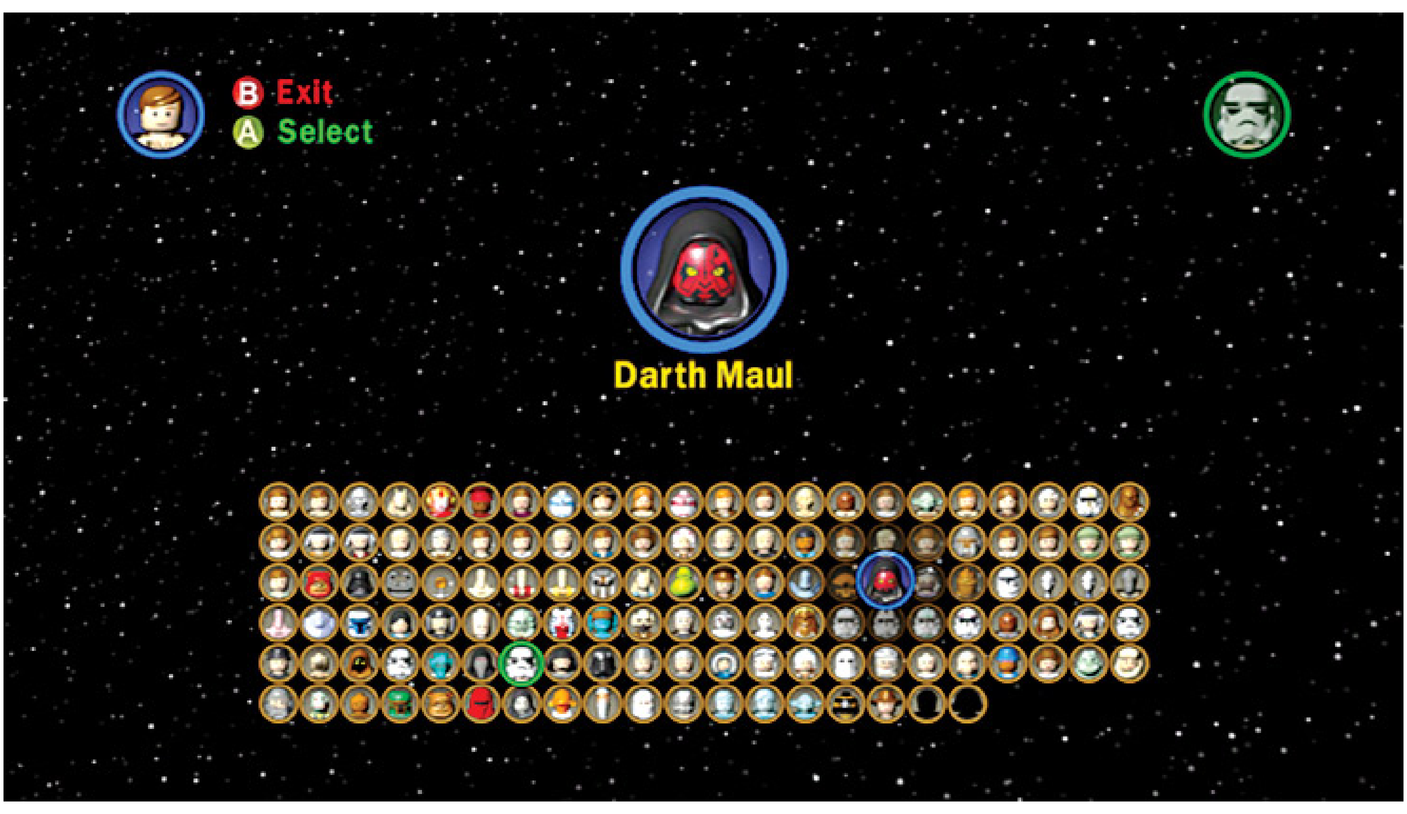
Count Dooku



A once trusted Jedi, Dooku has been led astray and now plays a part in the evil plan to eliminate the Jedi. As one of the leaders of the Separatist movement, Dooku is a powerful figure.

Strong with the Force, he can move large objects with ease and can attack his enemies. He is also very skilled with the lightsaber and can eliminate his enemies with his powerful double jump attack and lightning attack.

Darth Maul

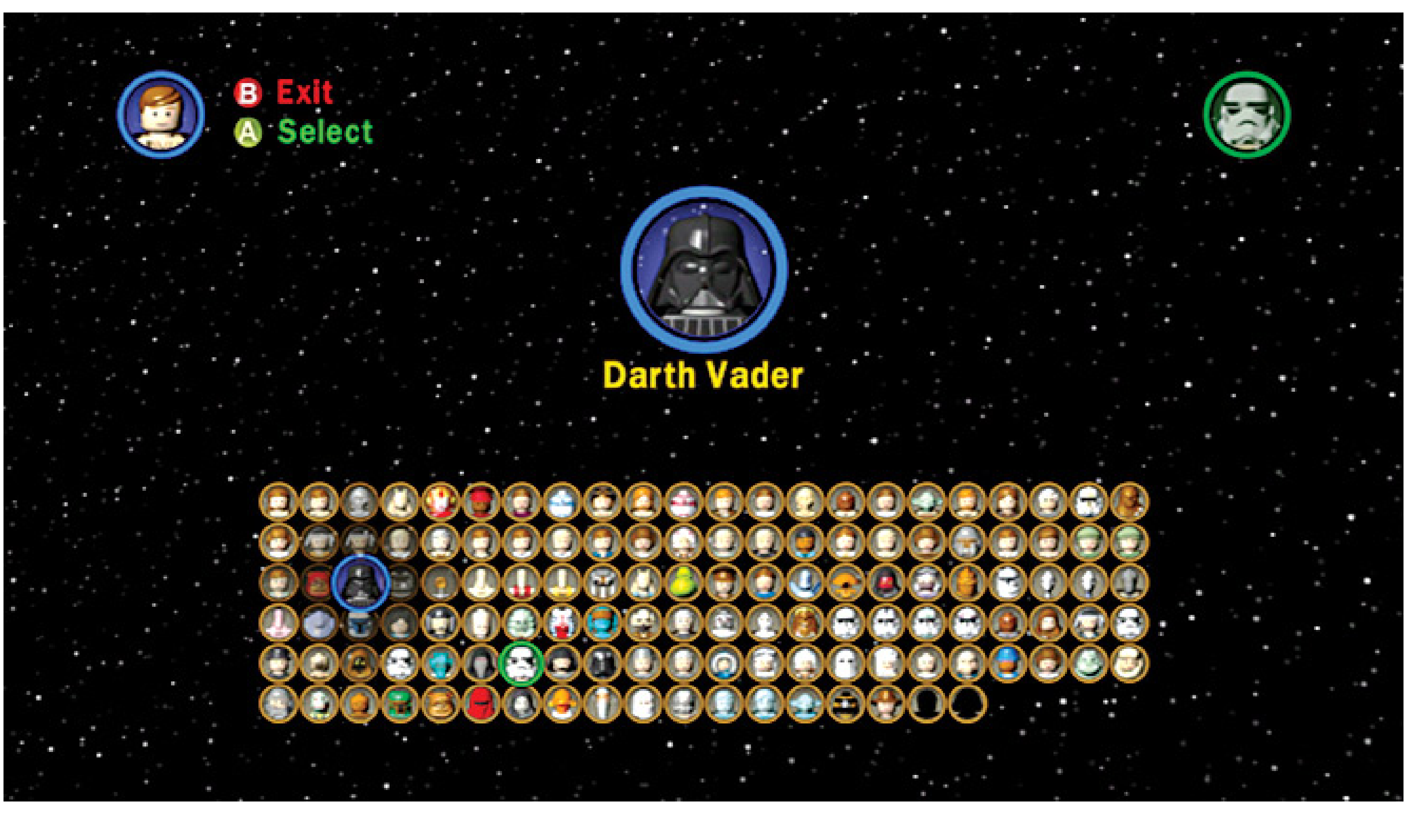


Darth Maul is one scary-looking Sith. It's not just his wicked smile, the horns on his head, and the red and black face that make him frightening. It's also the fact that he has a two-sided lightsaber, and he knows how to use it!

This Sith can use the powers of the dark side to put a hurt on his enemies. He can use the Force to move objects, break things, and hurt different creatures. Some objects can only be moved by the dark powers

The fact that he has great mobility and can use a double jump makes him even more dangerous.

Darth Vader

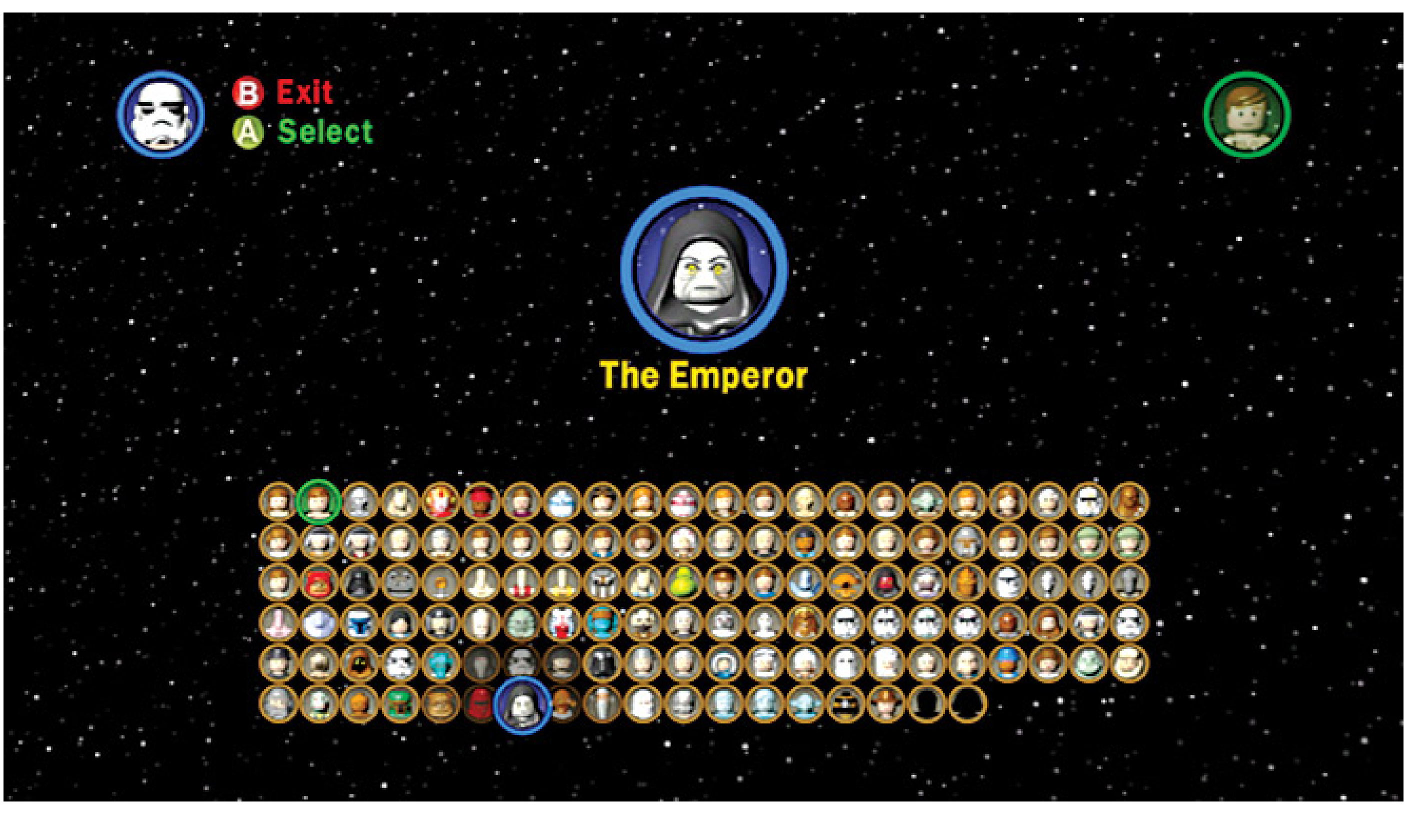


One of the most feared people in the galaxy, Darth Vader is notorious for his cruelty. He enforces the will of the Galactic Empire with an iron fist, crushing any who oppose it.

That means tracking down the Rebel Alliance that wishes to destroy the Empire. Vader might be part of the establishment, but he is not a politician. He's an enforcer. He carries a red lightsaber to hack and slash his enemies.

Vader also has mastery over the dark side of the Force. He can use this power to lift and choke his opponents to death. He can also use this power to interact with certain black objects found around the galaxy.

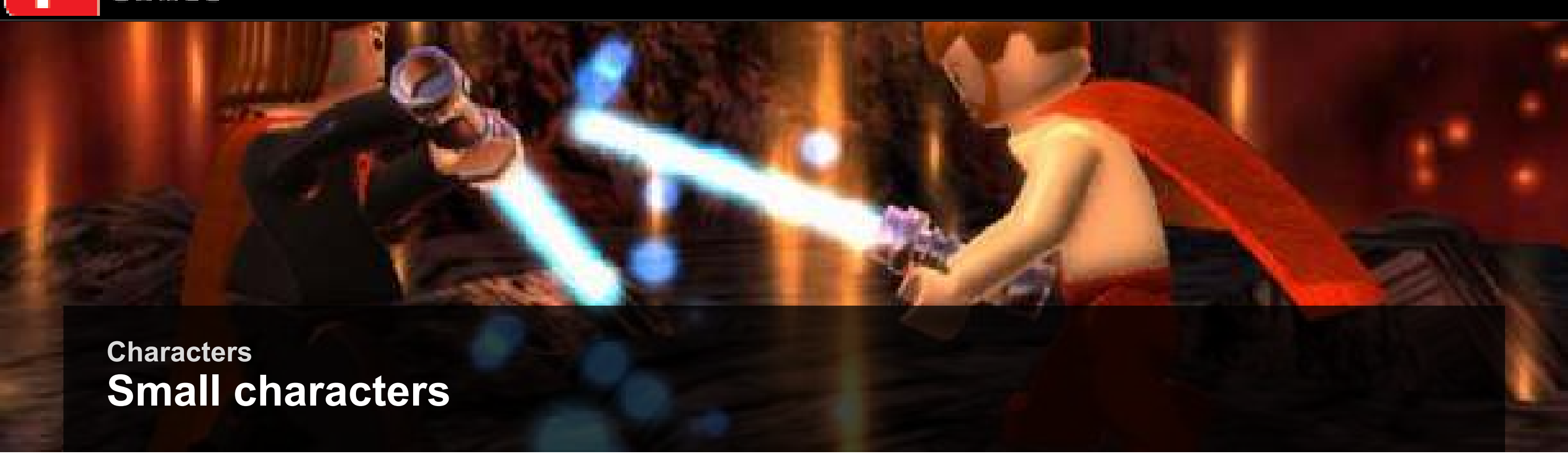
The Emperor



Even more powerful than Vader is his master, Emperor Palpatine. The evil Sith Lord deceived the galaxy to acquire status of chancellor, then tricked Anakin Skywalker into betraying his fellow Jedi.

This led to the collapse of the Galactic Republic and made Palpatine Emperor of the galaxy. The Emperor is extremely powerful and can wield the dark side of the Force as well as anyone.

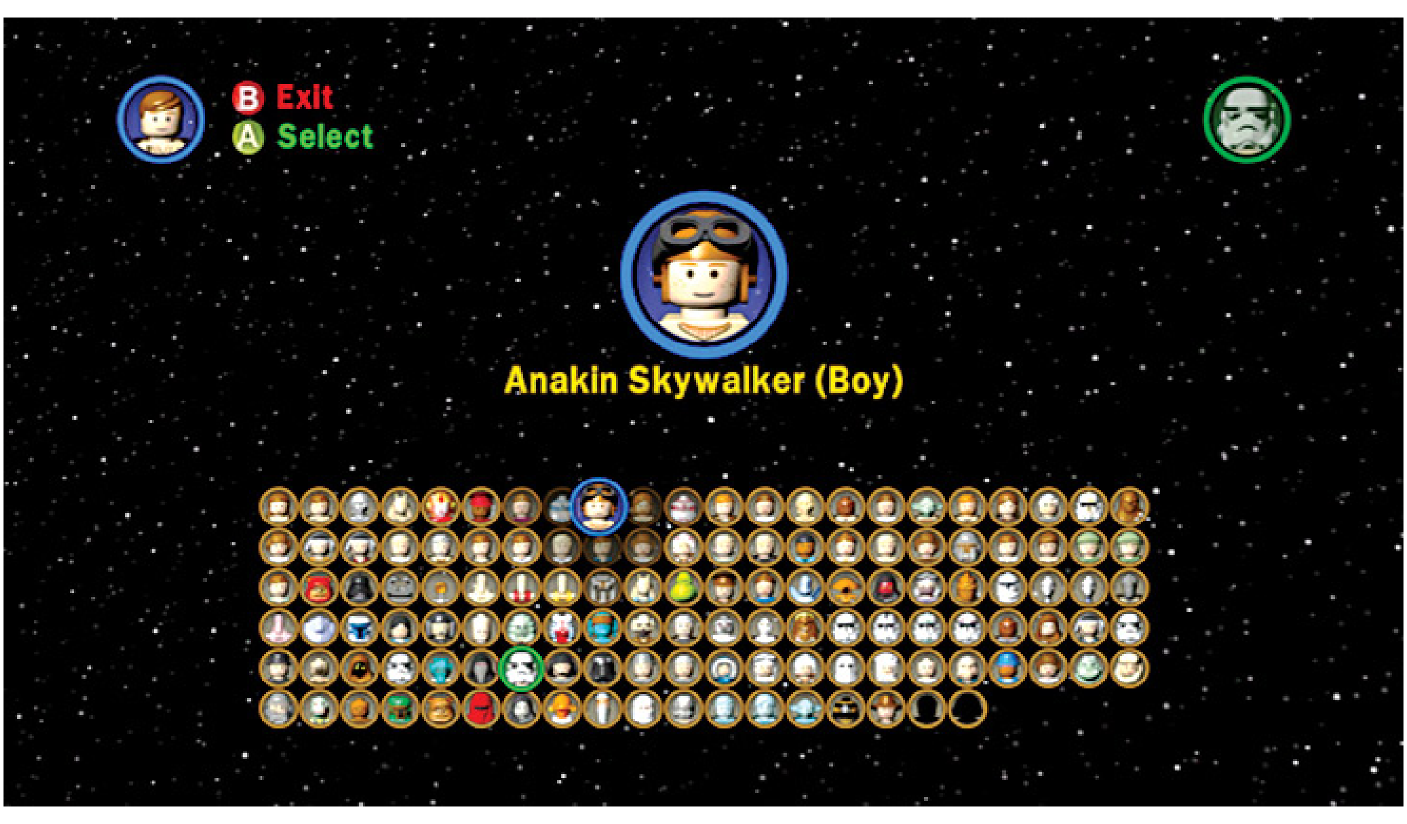
When he has to fight, he pulls out his lightsaber to cut his opponents to ribbons. When his enemies get too close, the Emperor really gives them a shock when he zaps them with electrical currents that flow from his hands.



Characters

Small characters

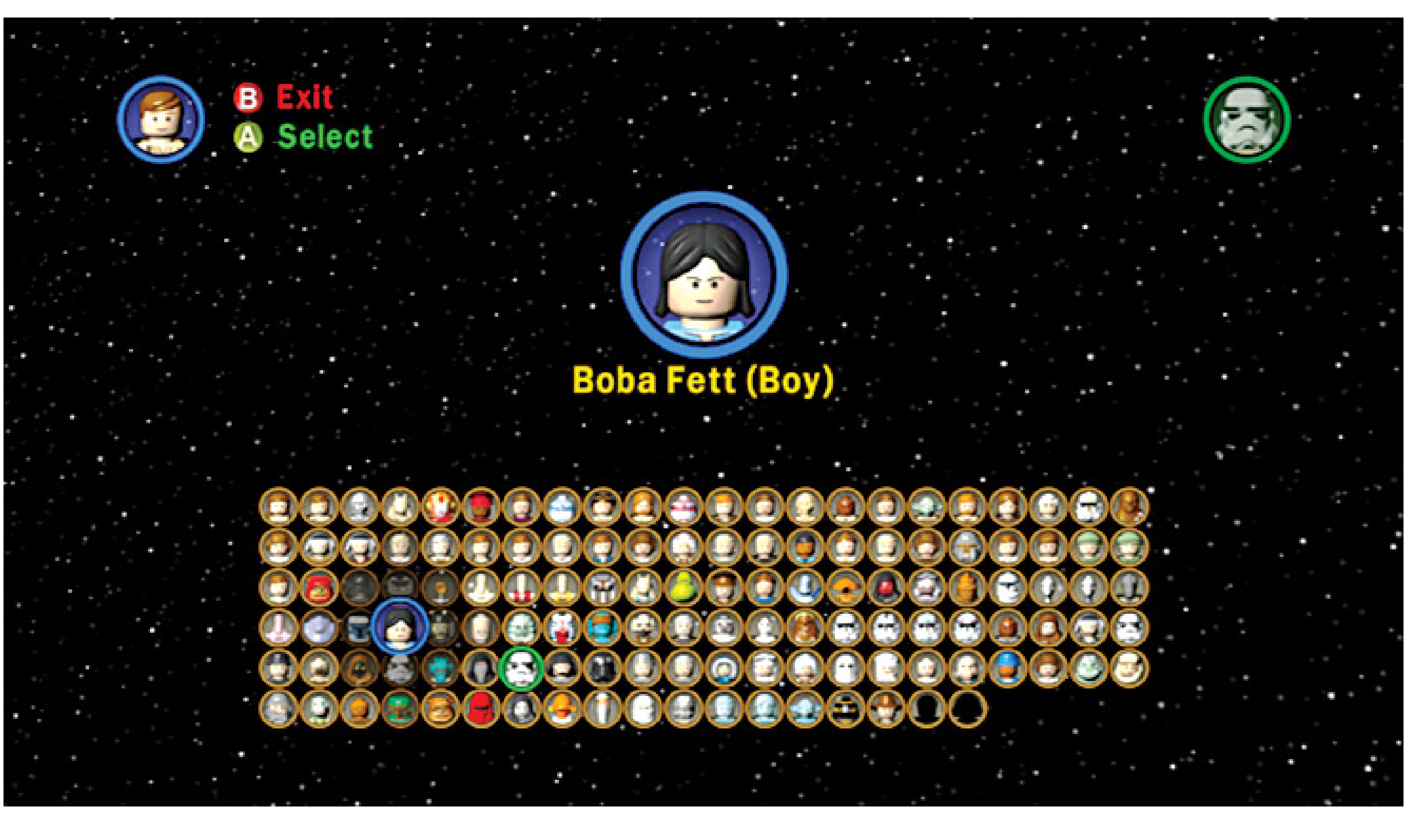
Anakin Skywalker (Boy)



As a young boy, Anakin is pretty worthless in battle. He doesn't move very fast and he doesn't carry a weapon. But his small size is his best advantage; he can travel through small metal chutes located all over the land.

Some areas can only be reached by traveling through these chutes, making young Anakin a valuable member of your party.

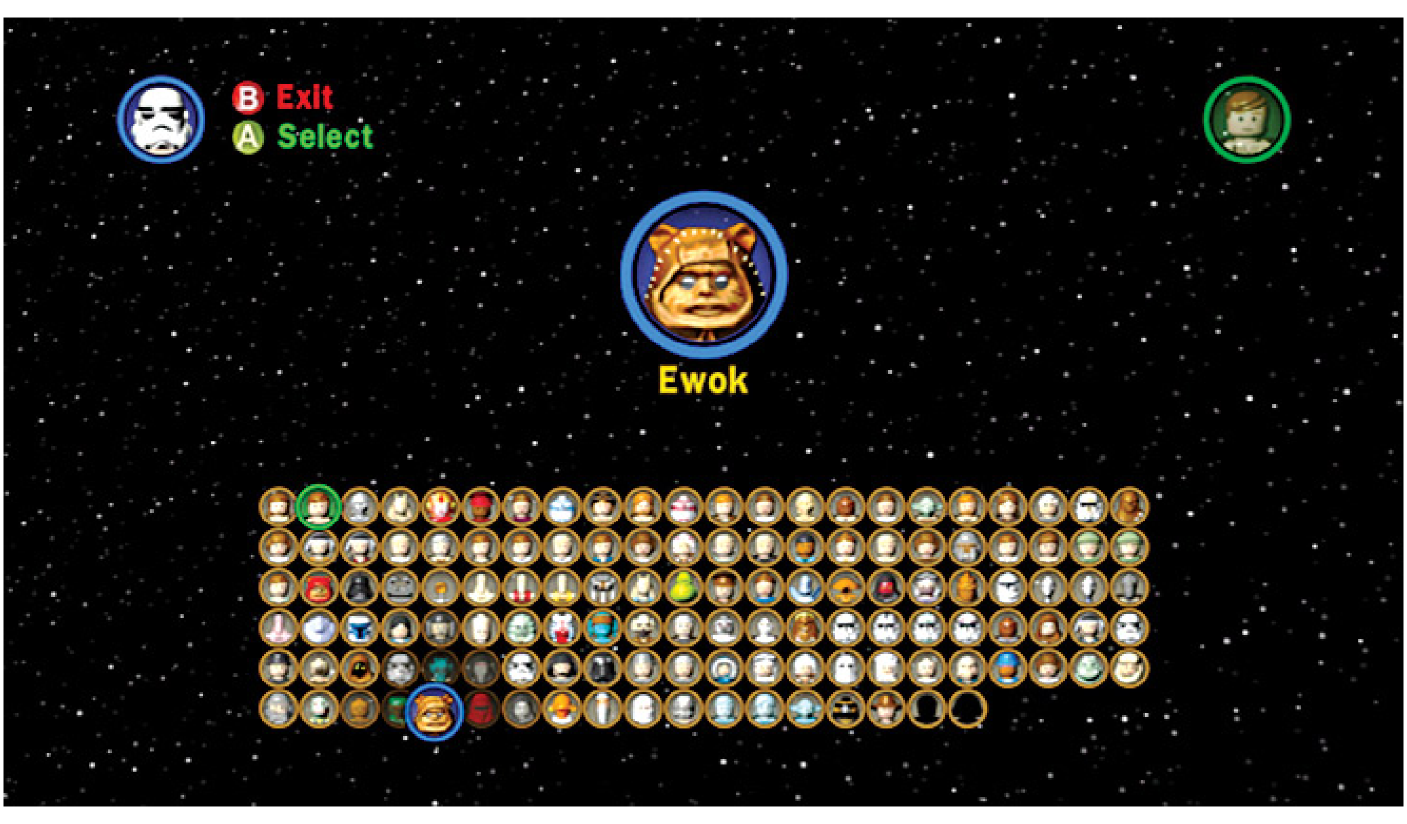
Boba Fett (Boy)



Little Boba Fett is just a child, but he can be an invaluable asset to your group as you explore the different areas. Because he is just a boy, he can fit into areas that other fully grown creatures can't.

Boba Fett can use his small size to travel through metal chutes that are found in certain walls. Just don't count on this little guy to help you in battle, because he doesn't have a weapon.

Ewok

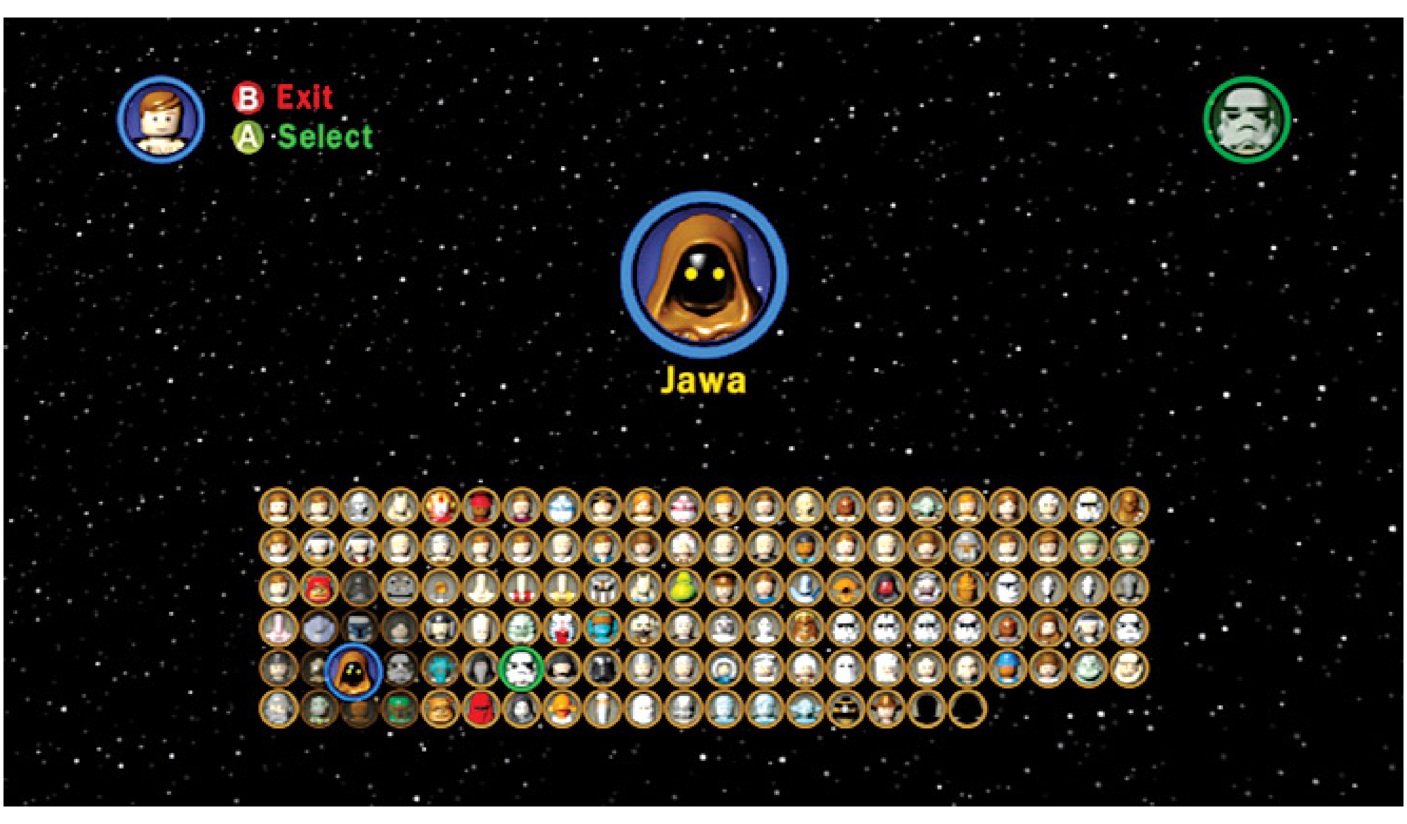


The Ewoks are the small, fluffy creatures that inhabit the forest moon of Endor. Many people might assume a creature so soft and cute would make a great pet. But Ewoks are wild and unpredictable creatures.

They have learned to survive with just the basic necessities. They live in the trees and fight using slingshots. But don't discount the slingshot's effectiveness; it can take down any opponent.

What makes these little guys so useful is their ability to move through the small travel chutes found around the galaxy, and thereby collect valuable items.

Jawa

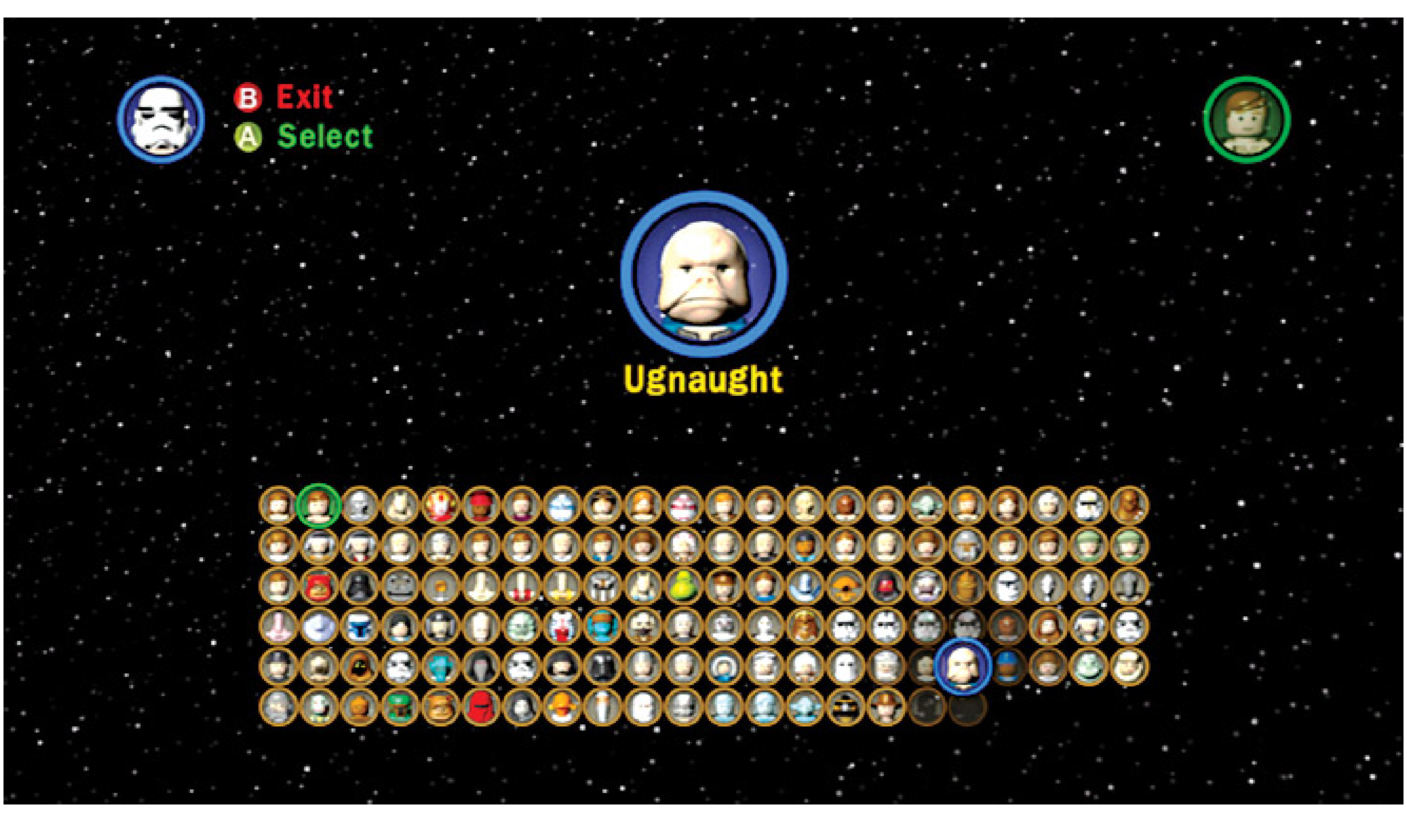


These little guys are the scavengers of the deserts of Tatooine. They collect what others consider garbage and turn it into their own brand of treasure.

Jawas like to pick up droids because they have a special knack for refurbishing droids and reselling them. Jawas are small creatures, and as such, are not meant to be fighters. The only weapon they carry is the energy gun they use to disable droids.

But Jawas are useful to any mission because their small size lets them navigate travel chutes found all over the galaxy.

Ugnaught

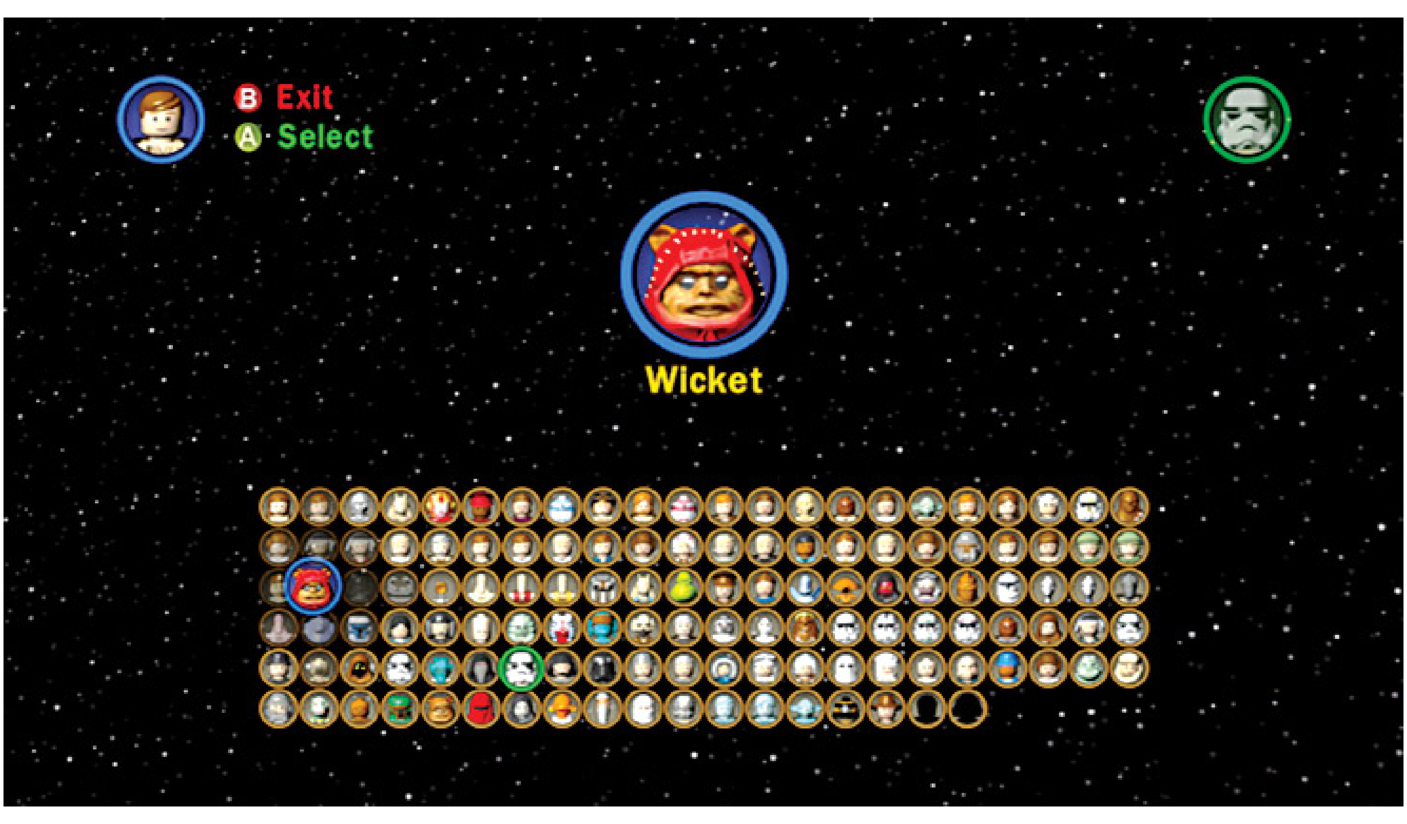


The poor Ugnaught is one of the small creatures that toil away in the waste management section of Cloud City. Because these little guys are workers and not fighters, they don't carry any real weapons with them.

All they have is a little energy gun. They can use these guns to zap stray droids to cause them to short-circuit for a few seconds. Otherwise, the Ugnaught is helpless.

But these little guys aren't totally worthless, because their small stature allows them to move through travel chutes found throughout the galaxy. These chutes are very important and can lead to great treasure.

Wicket



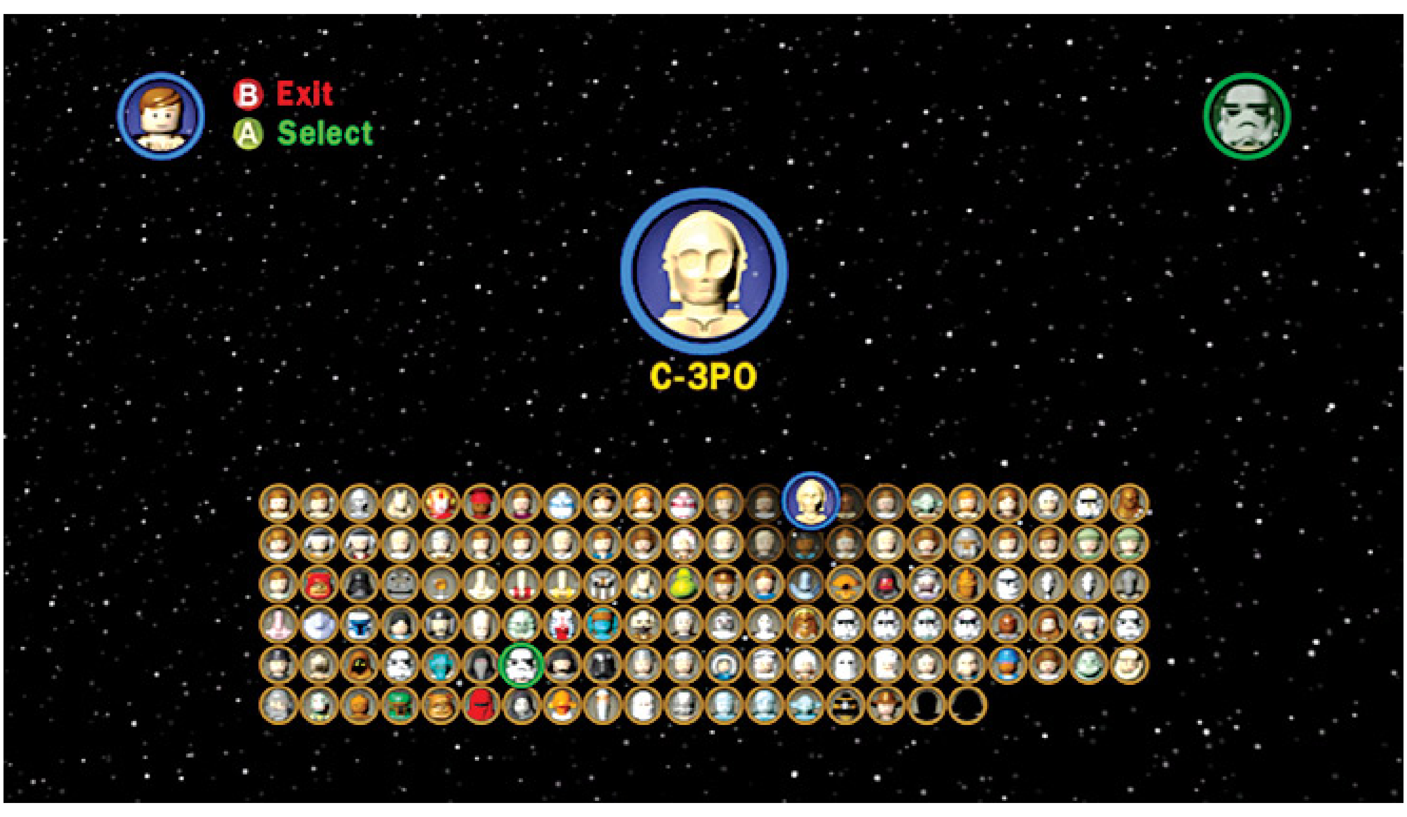
The forest moon of Endor is inhabited by small, furry creatures known as Ewoks. One of these creatures is Wicket; he makes first contact with the Rebels (who are trying to destroy the deflector shield generator protecting the half-completed Death Star).

Wicket might appear soft and cuddly, but he is a trained warrior who carries a slingshot to drop anyone who gets in his way. Because of his small stature, Wicket can get into travel chutes located around the galaxy.

These chutes can lead to untold riches, making Wicket a valuable member of any team.

Activation panel droids

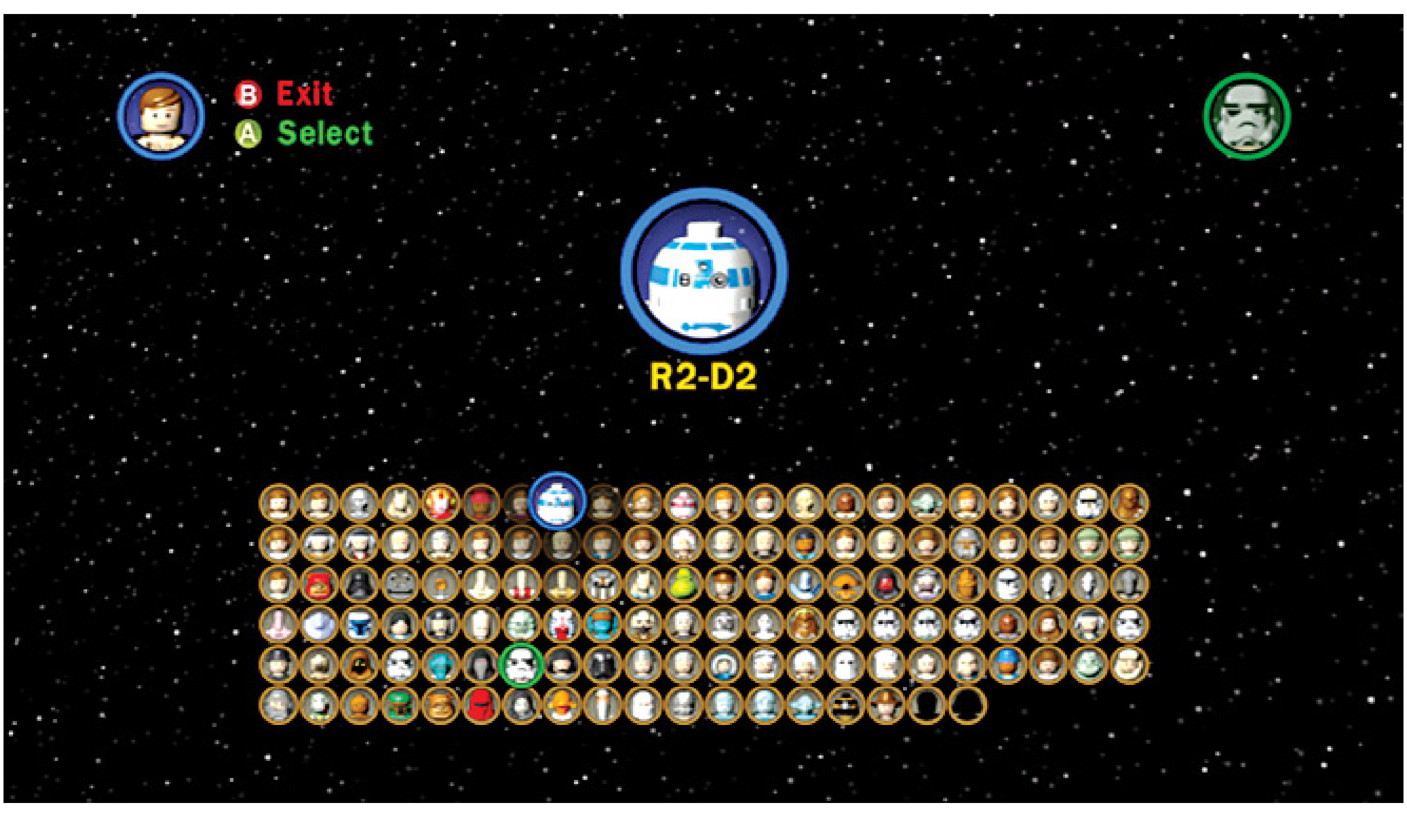
C-3PO



C-3PO is a protocol droid who seems like an endless fountain of knowledge. Unfortunately that's almost all he's good for. He can't use a weapon, he can't attack, he can't run, and he can't jump.

But what he can do is access the activation panels that have a picture of a protocol droid on them. For this reason alone, C-3PO is invaluable to your success in the game. He can get you into new areas where you can find valuable treasure and items.

R2-D2



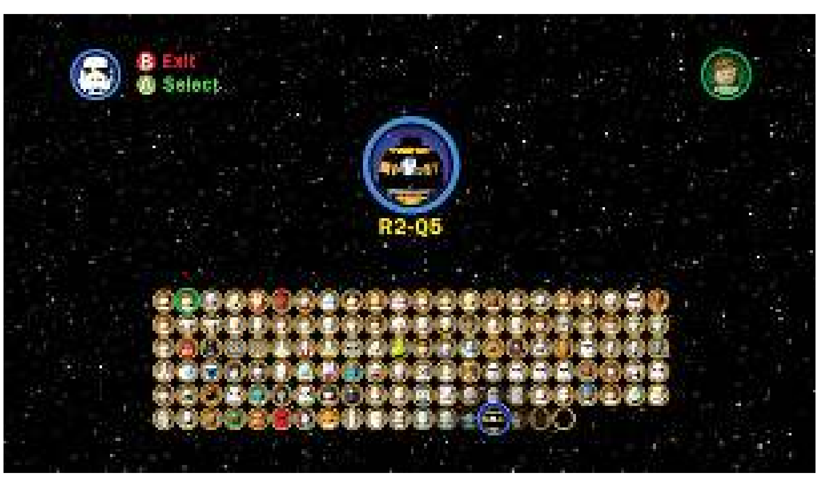
This little astromech droid might not look like much, but R2-D2 is critical to the Rebel Alliance. Located on the different worlds around the universe are various kinds of activation panels.

These panels require a certain character to operate them. Only R2-D2 can access the panels with his picture on them and thus perform a task such as opening a door or raising a bridge. R2-D2 is also a very handy droid with lots of surprises.

This astromech can hover in the air for long periods of time. This allows him to fly through the air to get to hard-to-reach areas or items. R2 also can short-circuit any droid and turn it into spare parts.

New Character

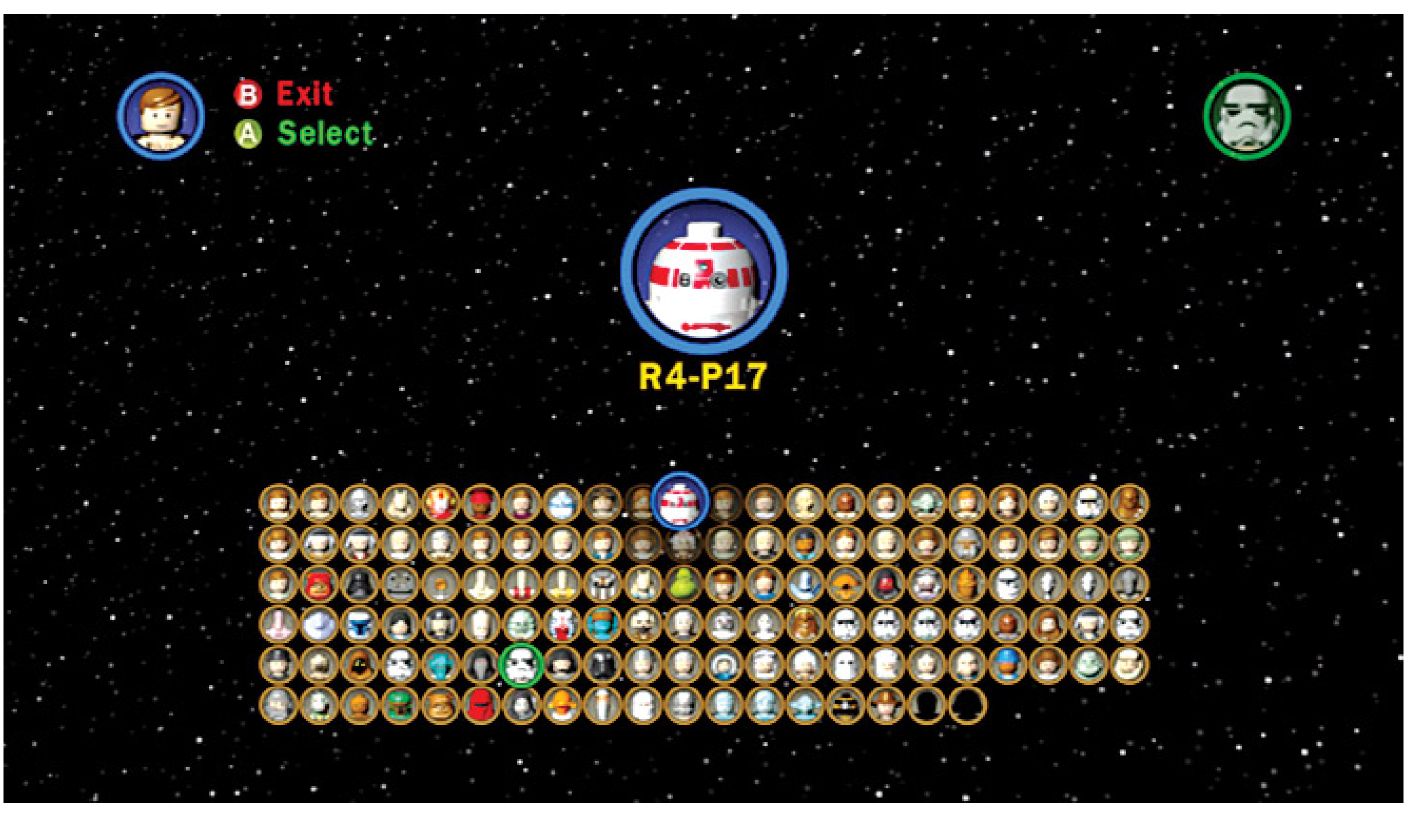
R2-Q5



This black and yellow astromech droid really stands out in contrast to R2-D2. Thankfully, he has all the same abilities.

This droid can hover through the air for short distances and interact with any activation panel that has a picture of an astromech droid. This little droid is just what you need to get to those hard-to-reach areas.

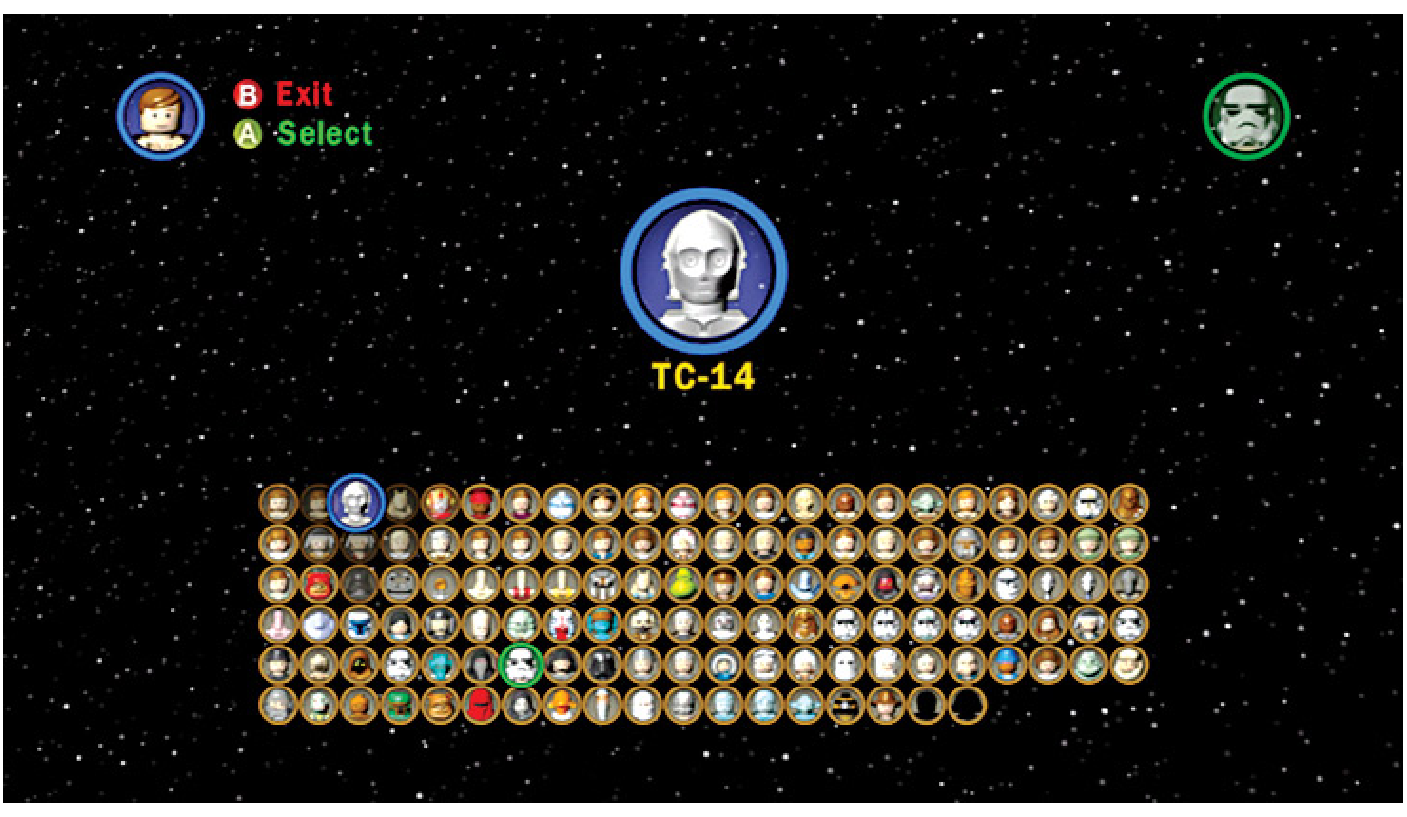
R4-P17



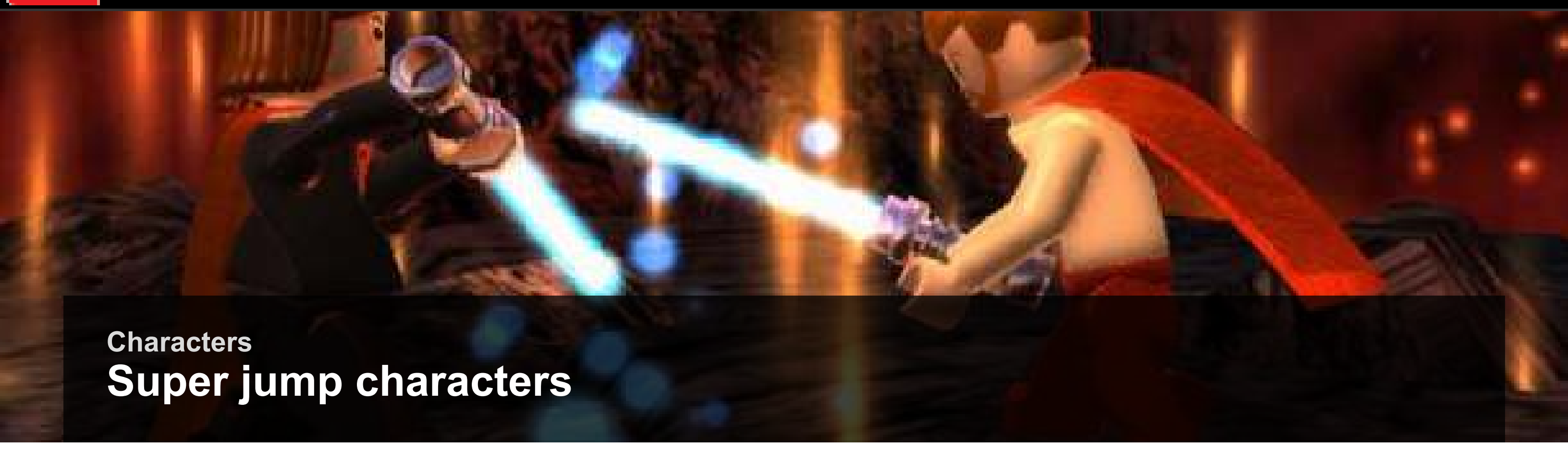
R4-P17 is an astromech droid like R2-D2 with only the different colors setting them apart. Use R4-P17 to open any locked doors that require the use of an astromech droid, and he can also hover through the air for a short time.

Like R2-D2, he can move past enemy droids unscathed and can deactivate them briefly. This droid might not look like much, but he is key to your success.

TC-14



TC-14 is a protocol droid that is very knowledgeable about things around the galaxy. While slow in movement and lacking any kind of weapon, this character is critical in the game. She can unlock doors where her picture is present on the lock.

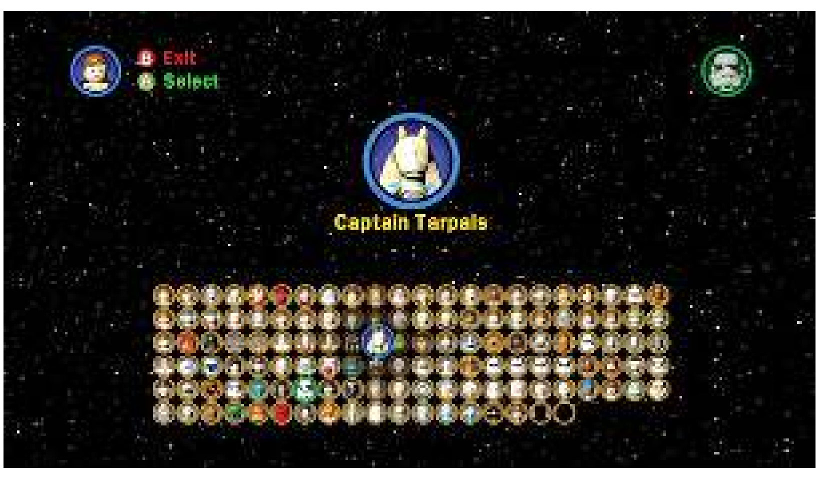


Characters

Super jump characters

New Character

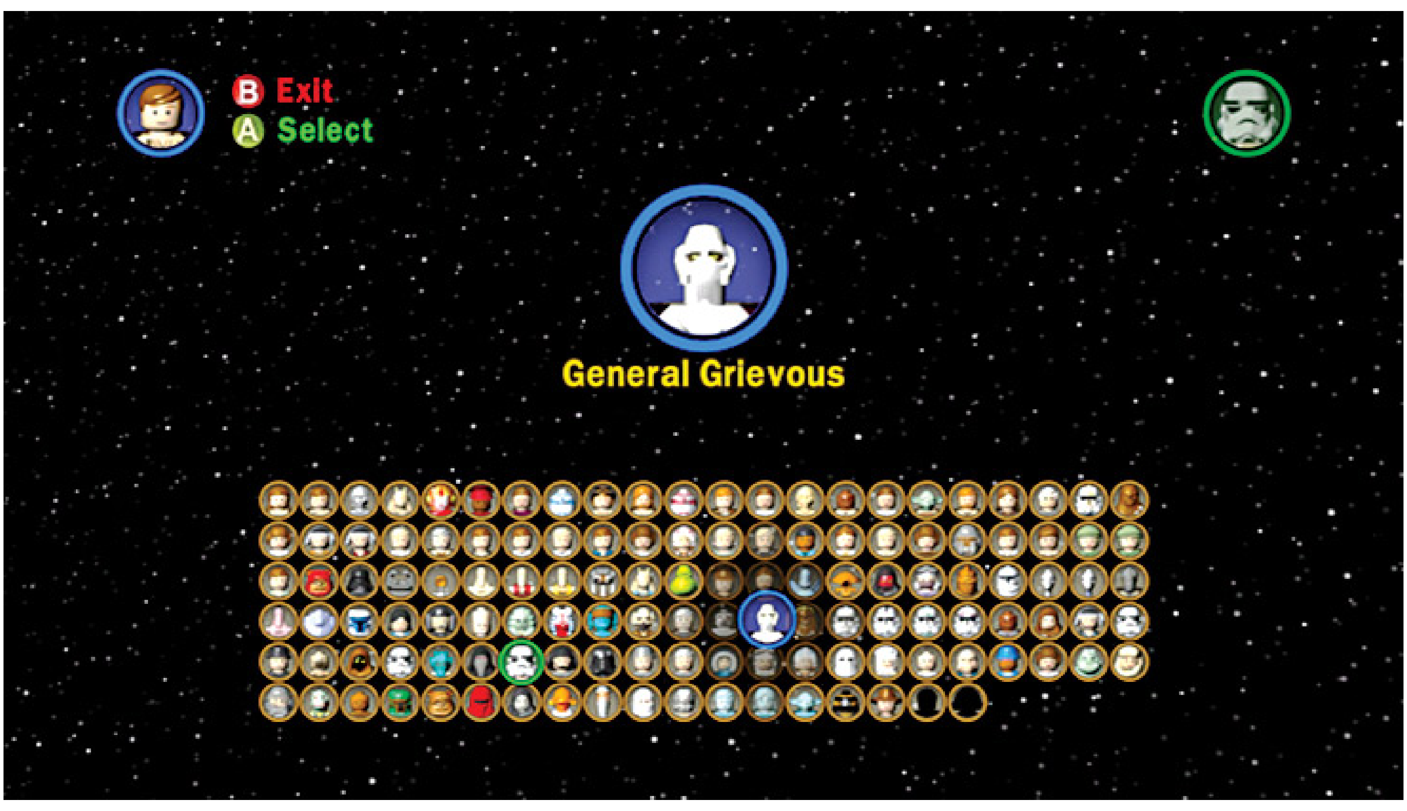
Captain Tarpals



Jar Jar isn't the only Gungun ready to join the fight against the evil empire.

Captain Tarpals not only has super jumping ability, he also has a spear to attack with and a shield to block incoming attacks, making him a great addition to any battle.

General Grievous

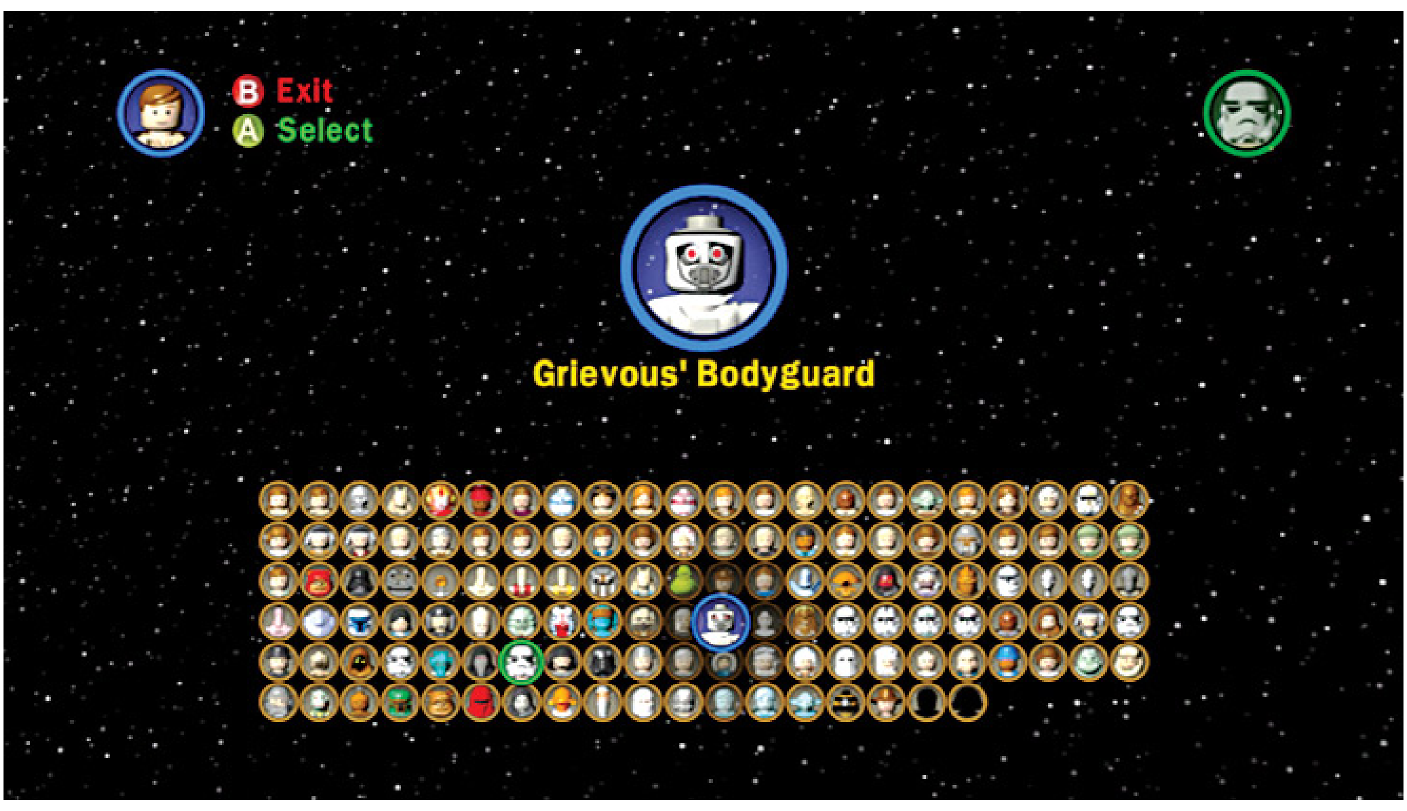


General Grievous is probably one of the scariest characters you'll encounter. Darth Maul has nothing on this guy who carries not one, not two, but four lightsabers at the same time.

And he knows how to use them. He can slash this way and that, and then block when he needs to. Making him even more dangerous is his super double jump, which is on par with that of Jar Jar Binks.

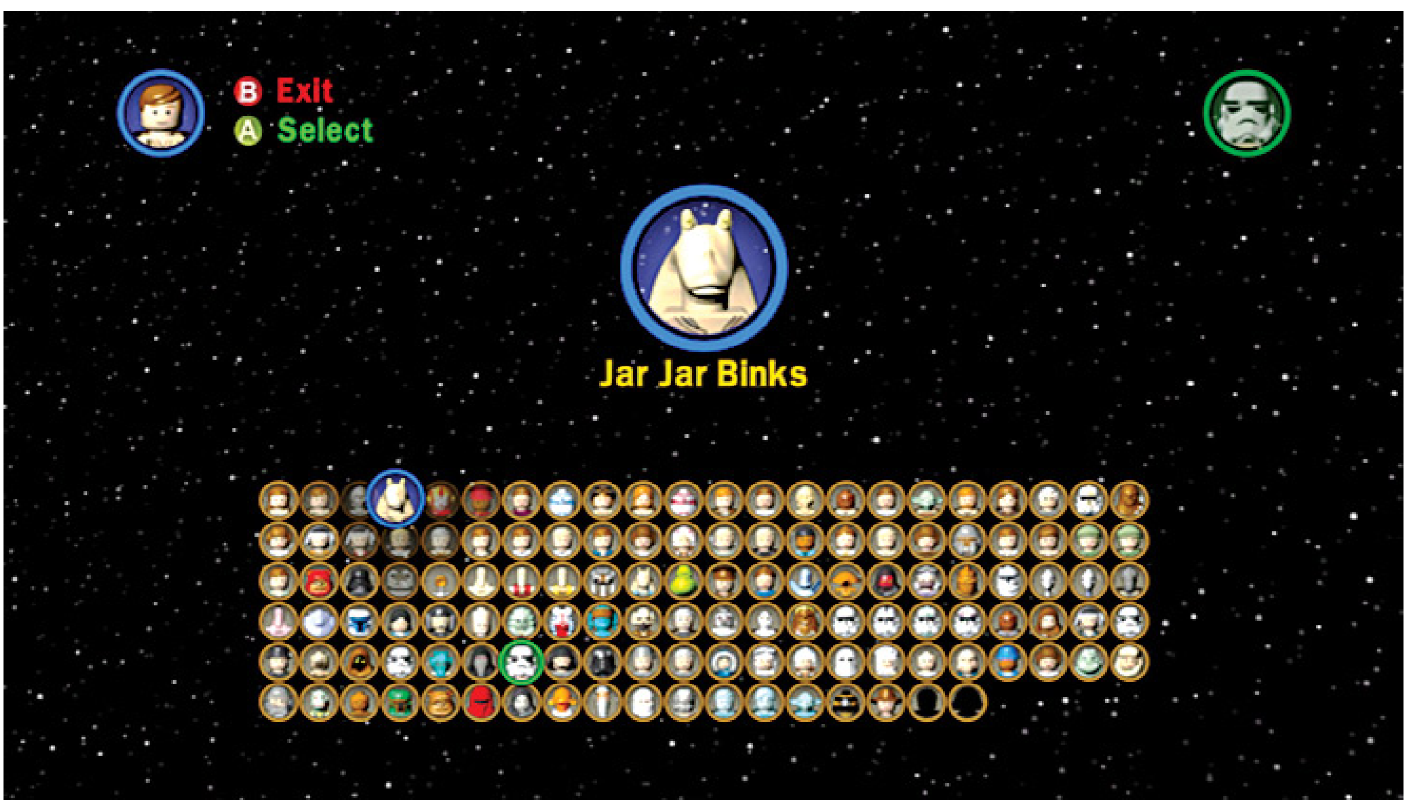
But for all his skill with those lightsabers, he has no sensitivity to the Force.

Grievous's Bodyguard

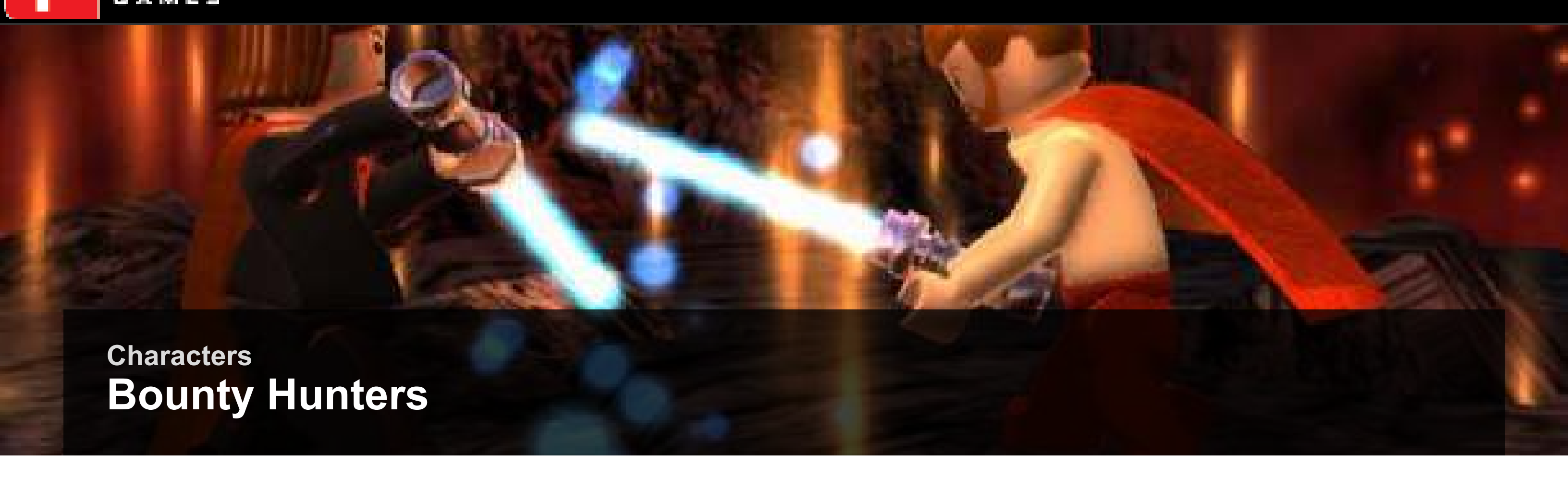


Grievous got these characters to protect him for good reason. They are tough little warriors who carry a staff that they wield much like a lightsaber. They can hack apart their enemies and deflect shots with ease. They also have an incredible jump.

Jar Jar Binks



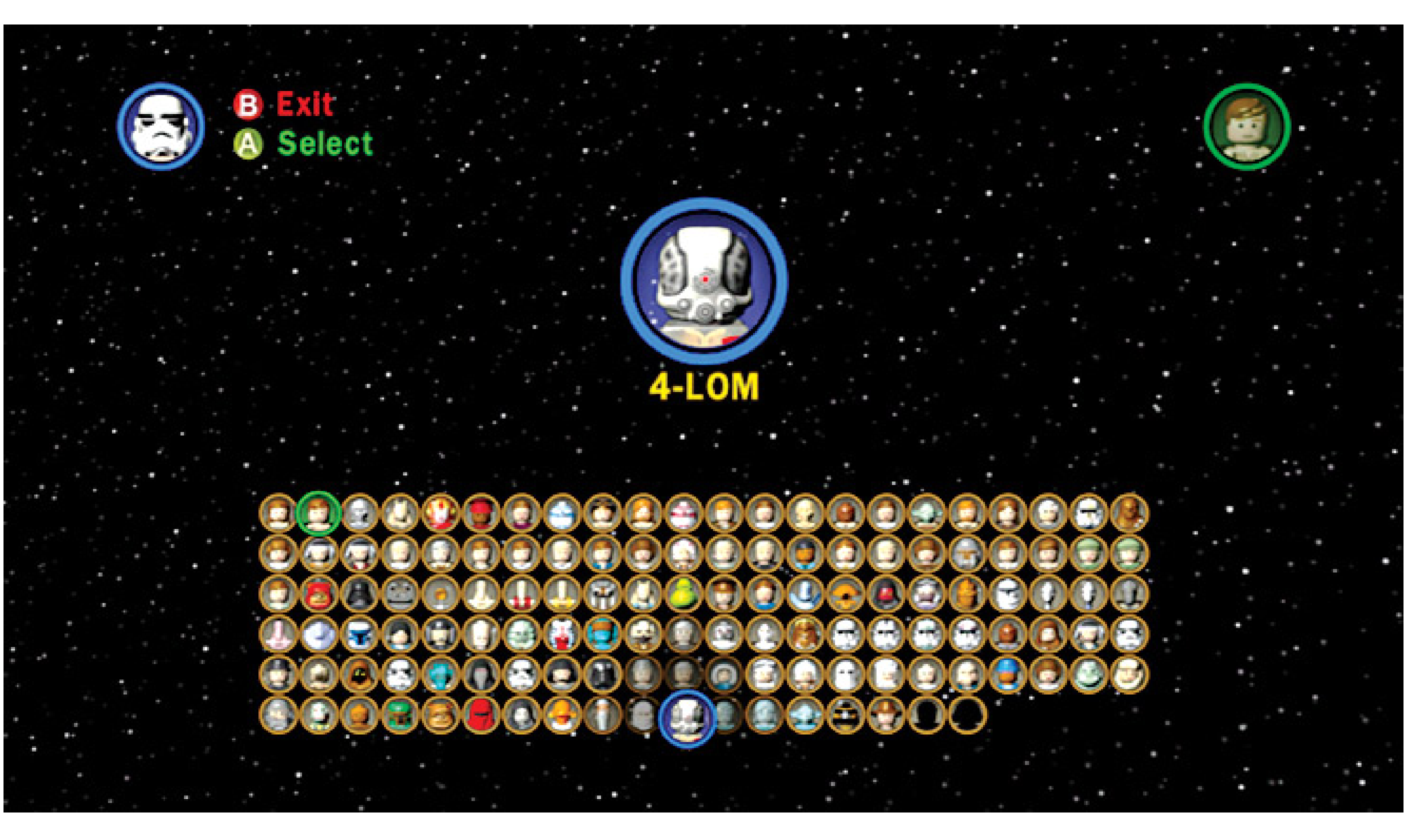
Jar Jar is a native of the world of Naboo. Although he's clumsy at times and lacks a weapon, his super jumping ability will get you out of trouble time and time again. Whenever you get to an area that seems out of reach, look to Jar Jar.



Characters

Bounty Hunters

4-LOM

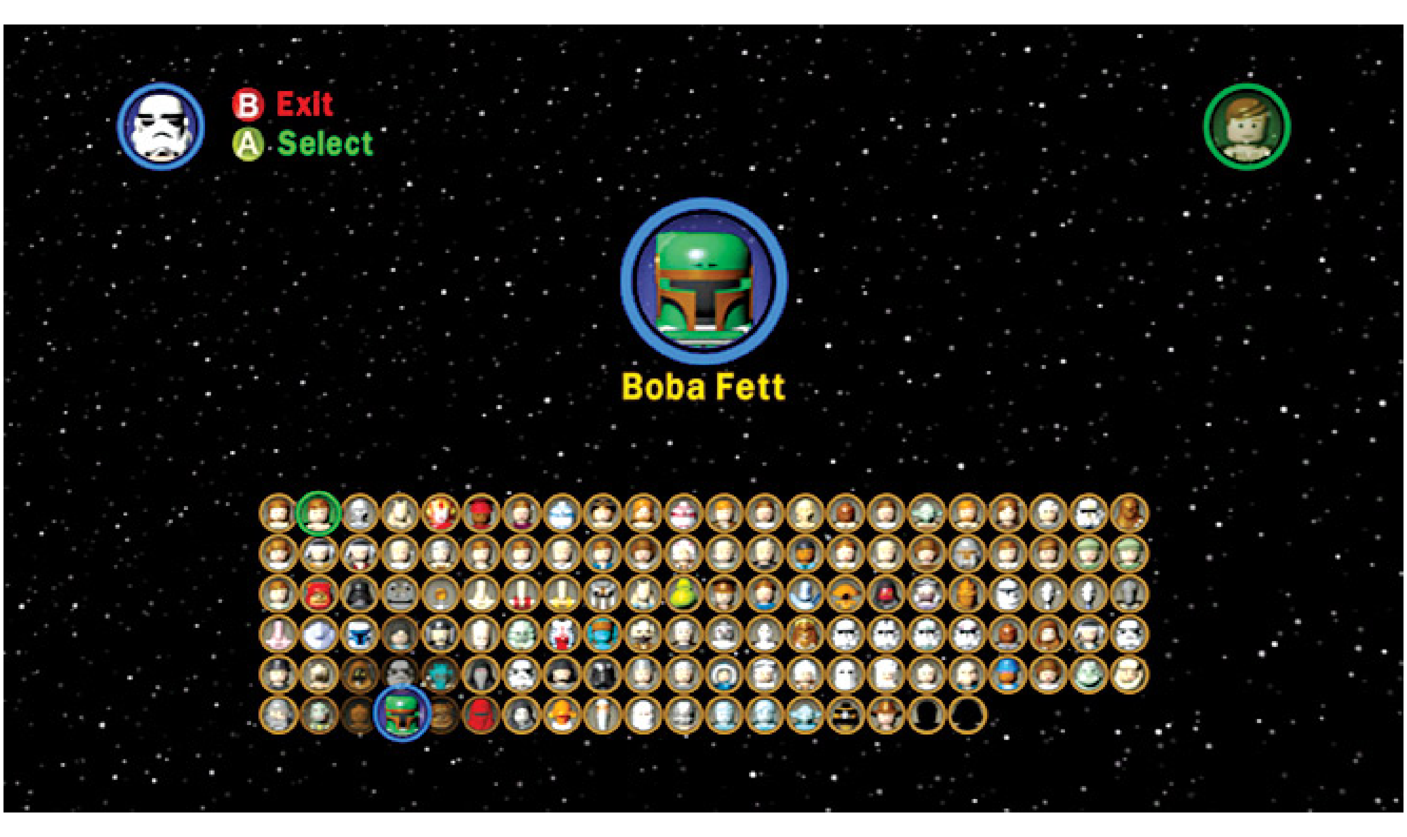


If you thought all droids were helpful to humans, think again. Being a droid is what makes 4-LOM such an effective dispatching machine. He doesn't let anything like feelings get in the way of earning his bounties.

To catch his prey, he uses a powerful blaster rifle to drop them in a hurry. And for those really tricky situations, he carries thermal detonators to blow up anything from shiny metal LEGO pieces to a group of enemies.

Being a droid might make him a good bounty hunter, but it also limits him from doing things that humanoid creatures can do, like pulling levers or riding in vehicles.

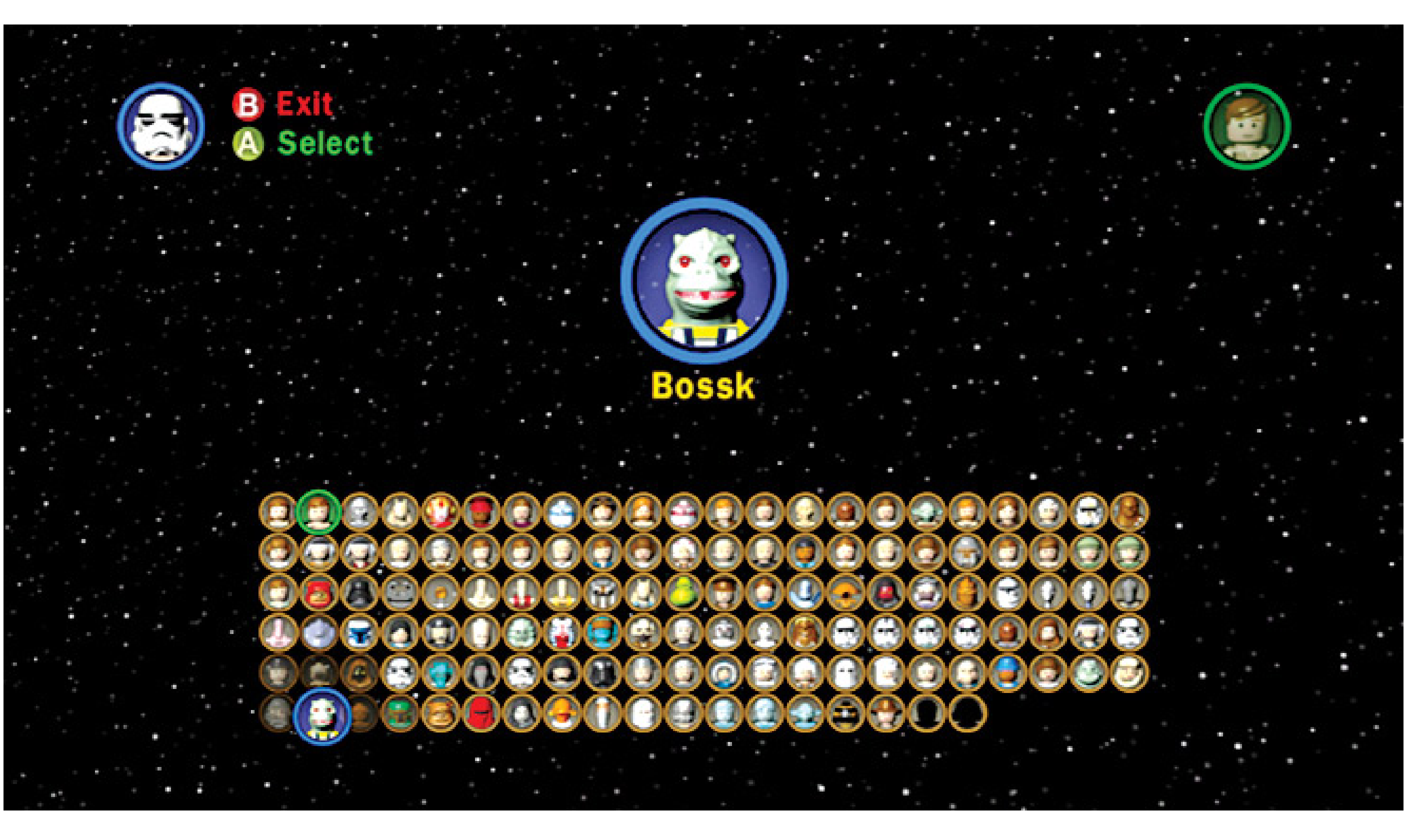
Boba Fett



Boba Fett is one of the most popular and most feared bounty hunters in all the galaxy. And why shouldn't he be? He is an exact clone of his father, Jango Fett, who also was a merciless bounty hunter.

The things that set Boba Fett apart from the other bounty hunters are his more-powerful gun and his ability to fly. In a lot of cases, he can get to locations that only he and R2-D2 can reach.

Bossk

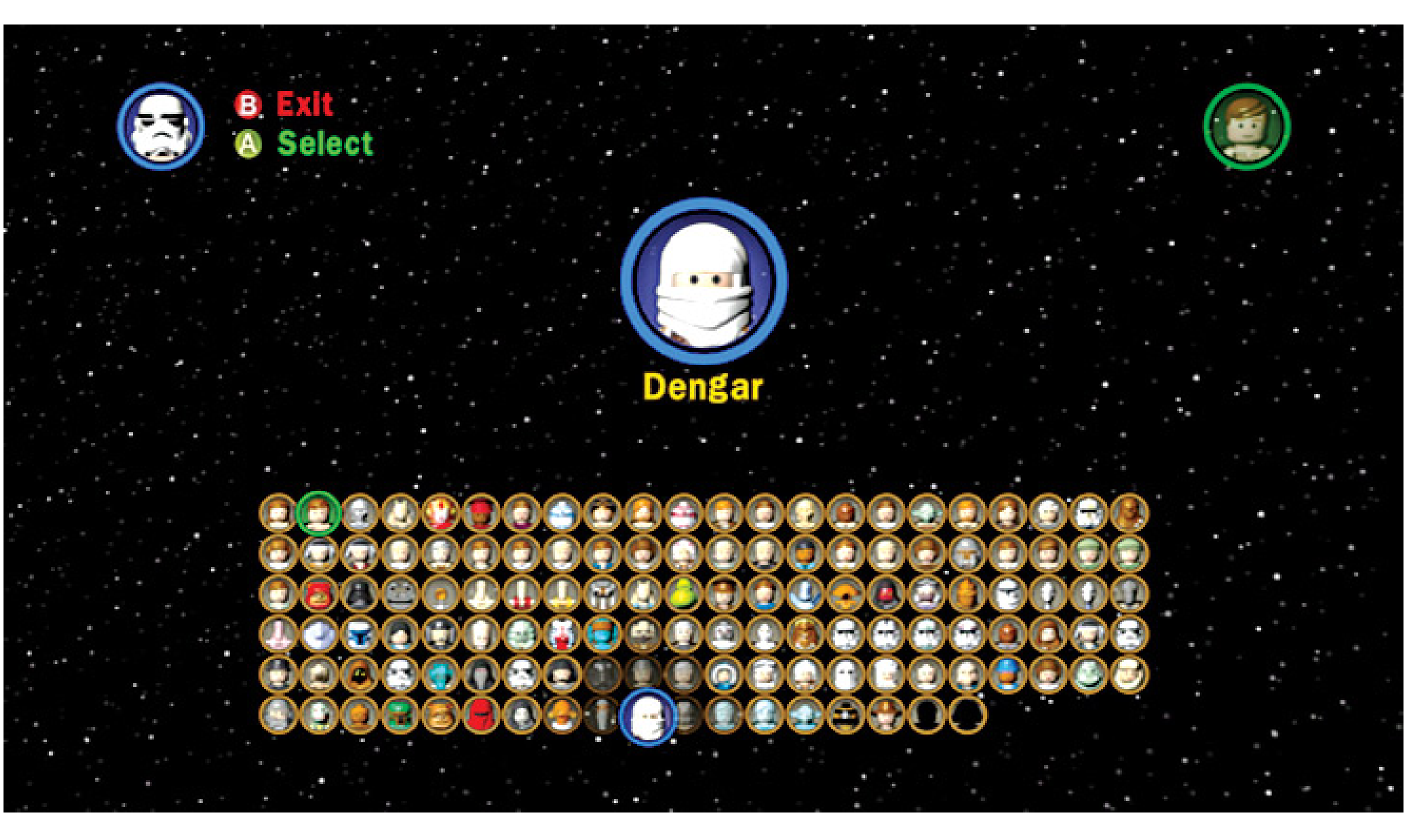


Bossk is a cold-blooded bounty hunter, literally! This reptilian creature from Trandosha stops at nothing to catch his prize, even if it means traveling halfway across the galaxy.

Bossk carries thermal detonators with him to destroy any shiny metal LEGOs found on various planets. This can help you get to previously hard-to-reach areas where you can find untold treasure.

And what would a bounty hunter be without a blaster rifle to earn a bounty?

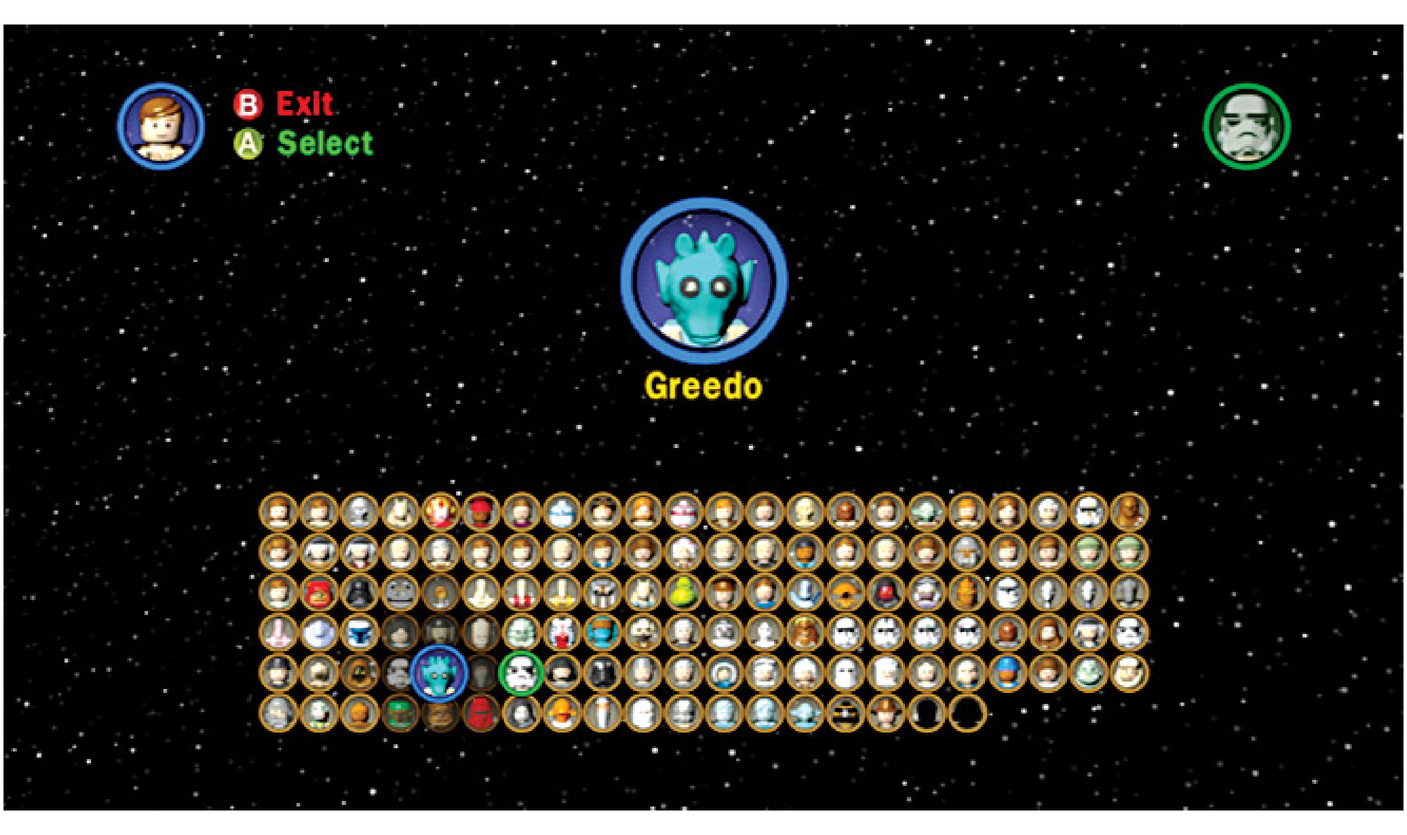
Dengar



Dengar might look like he just got out of the hospital with his wrapped-up head, but if he was there, it was just to check on his victims. Dengar is a ruthless human bounty hunter hired by the Empire to track down Han Solo and his friends.

He carries a blaster rifle to drop anyone who gets in his way. And because he is a bounty hunter, he also carries thermal detonators to destroy any shiny metal LEGOs he finds.

Greedo

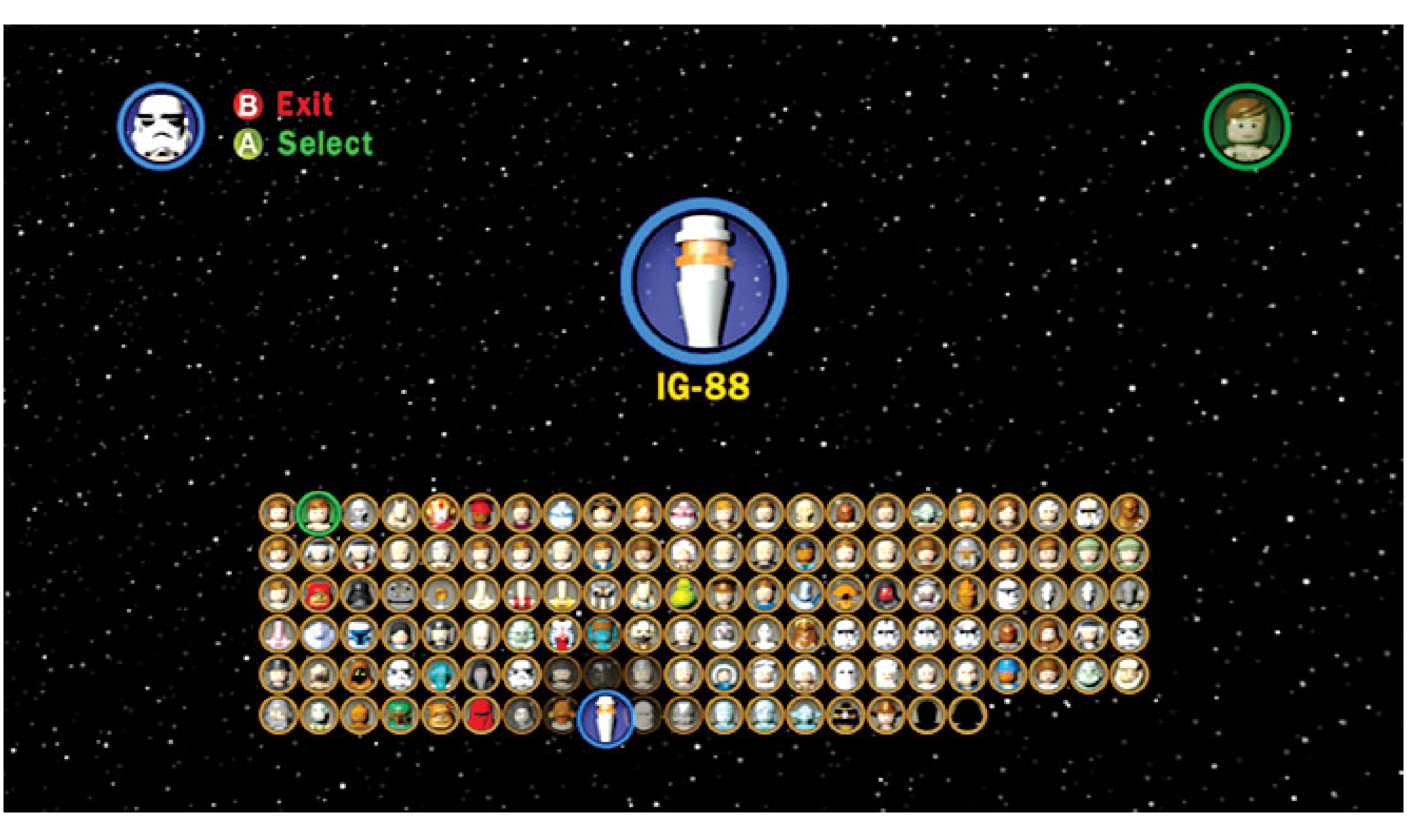


Greedo is an old bounty hunter acquaintance of Han Solo. Unfortunately he's not a good acquaintance and has been contracted by Jabba the Hutt to bring Han in.

It's lucky for Han Solo that Greedo isn't the brightest of creatures and is a little slow on the draw. But Greedo does have a few things going for him.

For one, he carries thermal detonators so that he can blow up shiny metal objects found around the galaxy. And because of his profession, he can access certain activation panels that only bounty hunters can use.

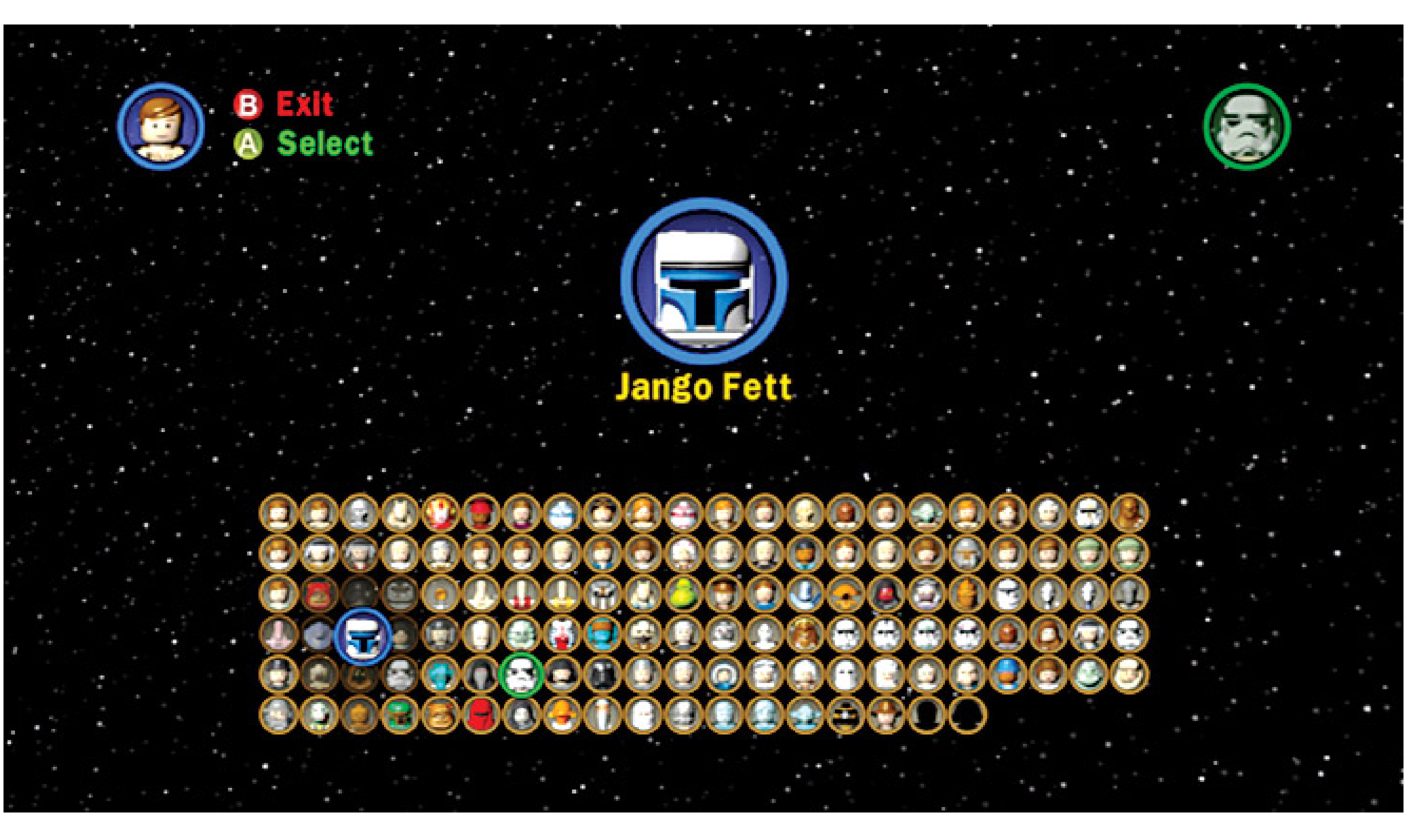
IG-88



IG-88 isn't your typical droid like C-3PO or R2-D2. This is one droid you would not want to mess with. Don't let his tall, lanky metal frame fool you; IG-88 is an assassin droid bounty hunter that is programmed to break you into pieces with ease.

Along with a powerful blaster rifle, this droid also carries thermal detonators to blow up shiny metal objects found around the galaxy. And being a bounty hunter has other privileges as well, like getting into exclusive places where only bounty hunters are allowed.

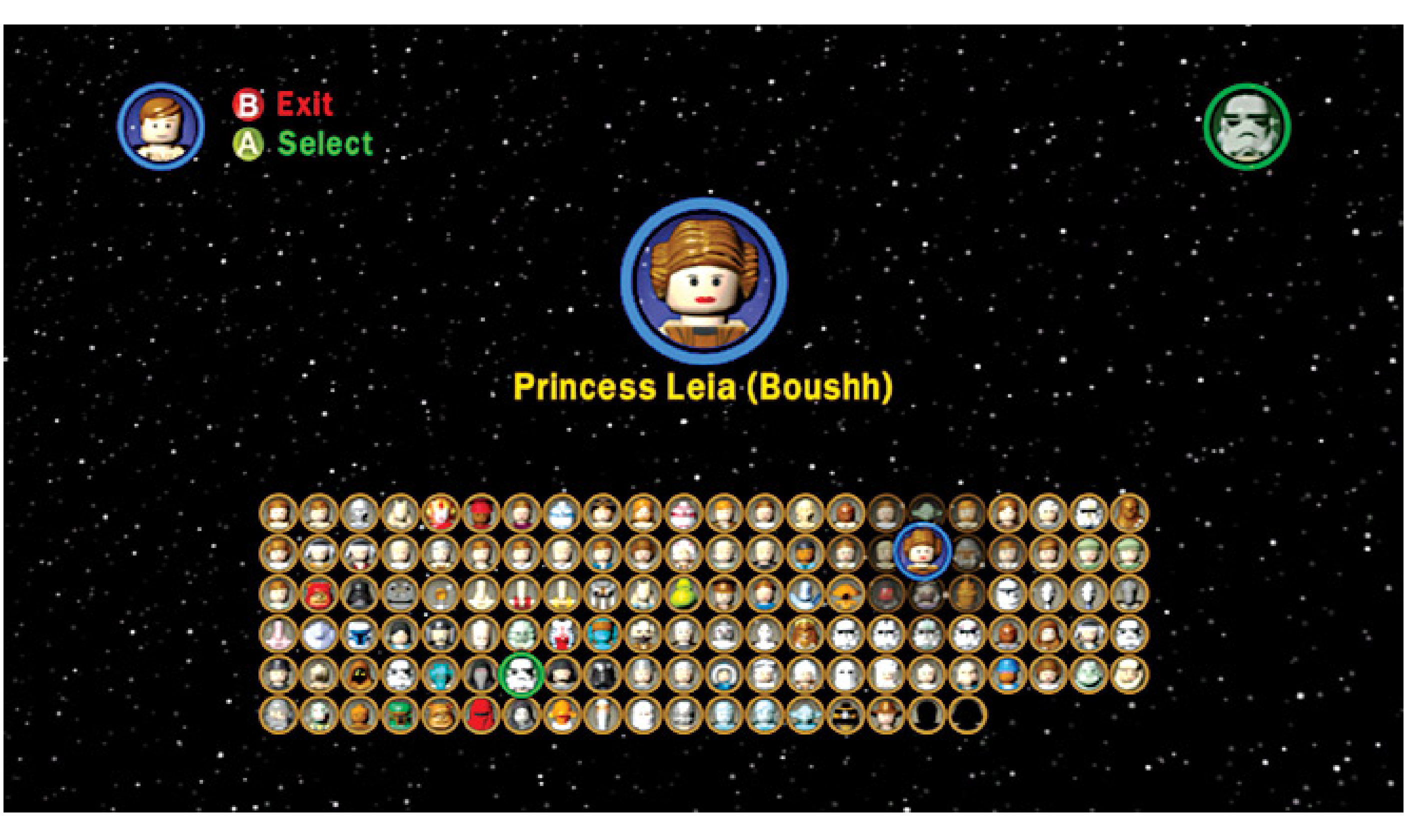
Jango Fett



Jango Fett is one of the most fearsome bounty hunters in the galaxy. He is so impressive, a whole clone army was modeled after him. Jango Fett doesn't mess around when it comes to protecting himself and taking down anyone he has to.

He carries a blaster in each hand to get in even more firepower. He has a rocket pack on his back so he can hover off the ground as long as he wants. Will little Boba Fett grow up to be as good as his papa?

Princess Leia (Boushh)



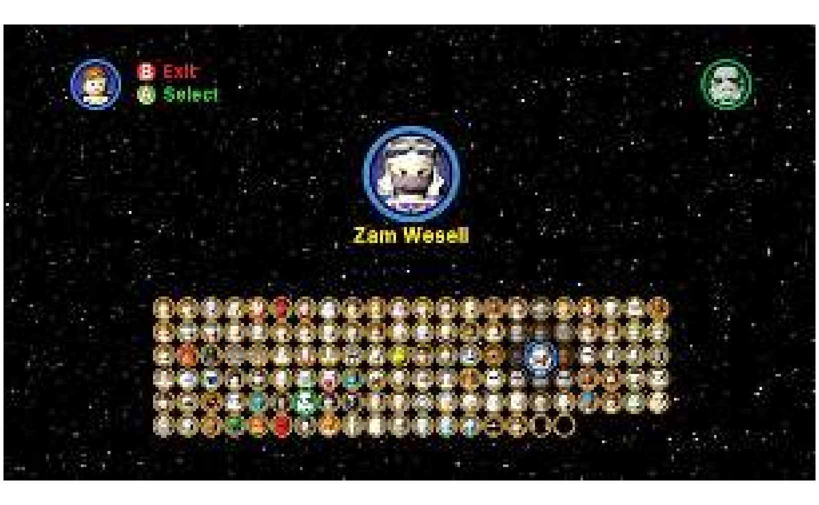
To rescue Han Solo from the evil Jabba the Hutt, Princess Leia disguises herself as the bounty hunter Boushh. Because she looks like a bounty hunter, she also acts like one.

She carries a blaster rifle to take out anyone who stands in her way to rescue her man, as well as the dangerous thermal detonator. The thermal detonator is the only weapon that can destroy the shiny metal LEGOs found around the *Star Wars* universe.

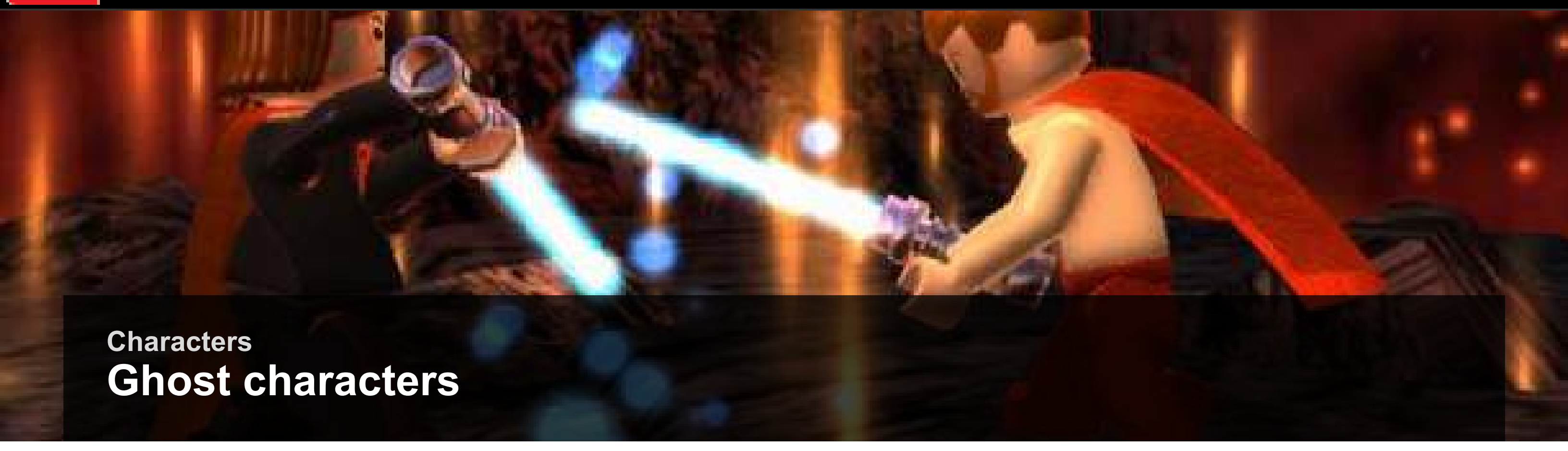
Looking like a bounty hunter also has other advantages: it gets Leia into locations that only bounty hunters can go.

New Character

Zam Wesell



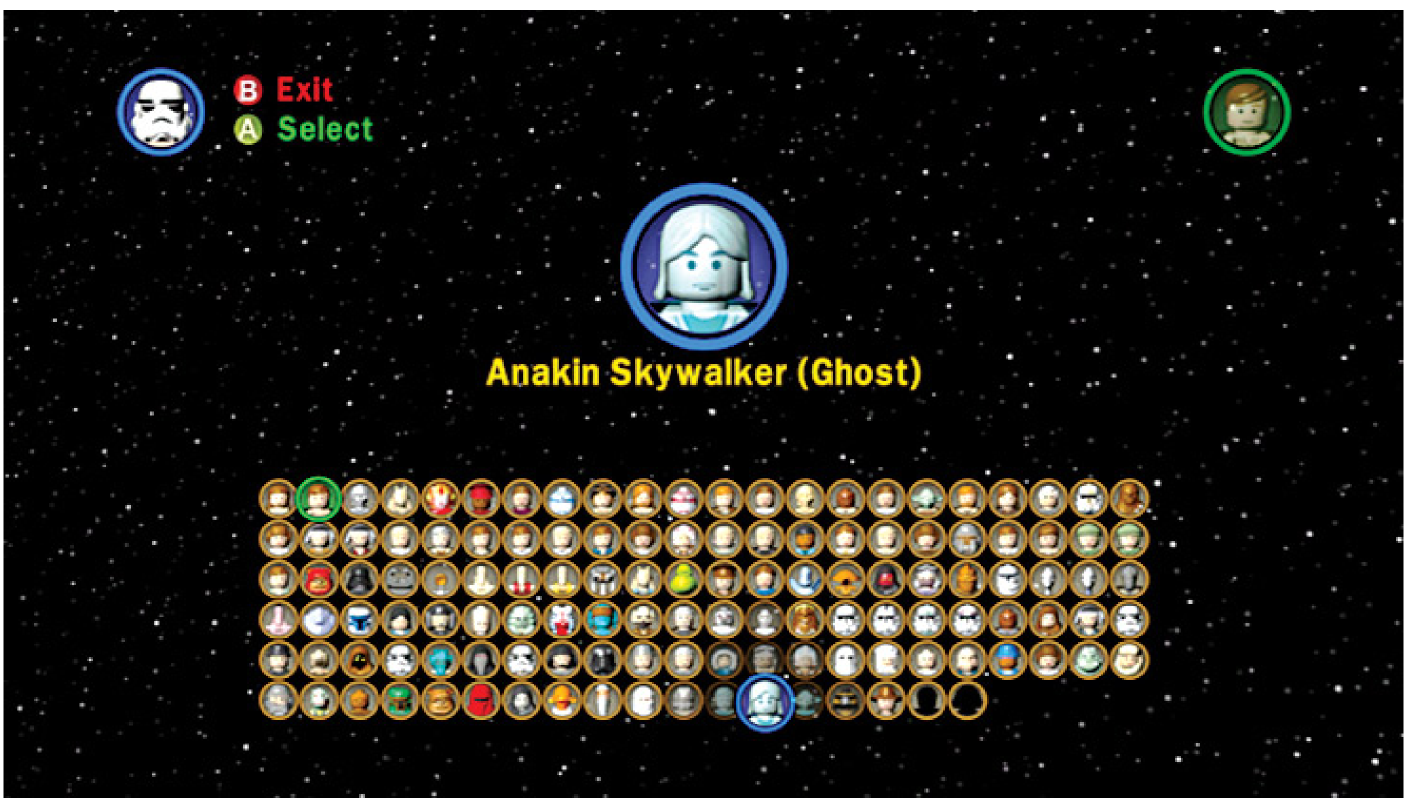
This shape-shifting bounty hunter will take on any job. She's armed with a dangerous blaster rifle and an endless supply of thermal detonators.



Characters

Ghost characters

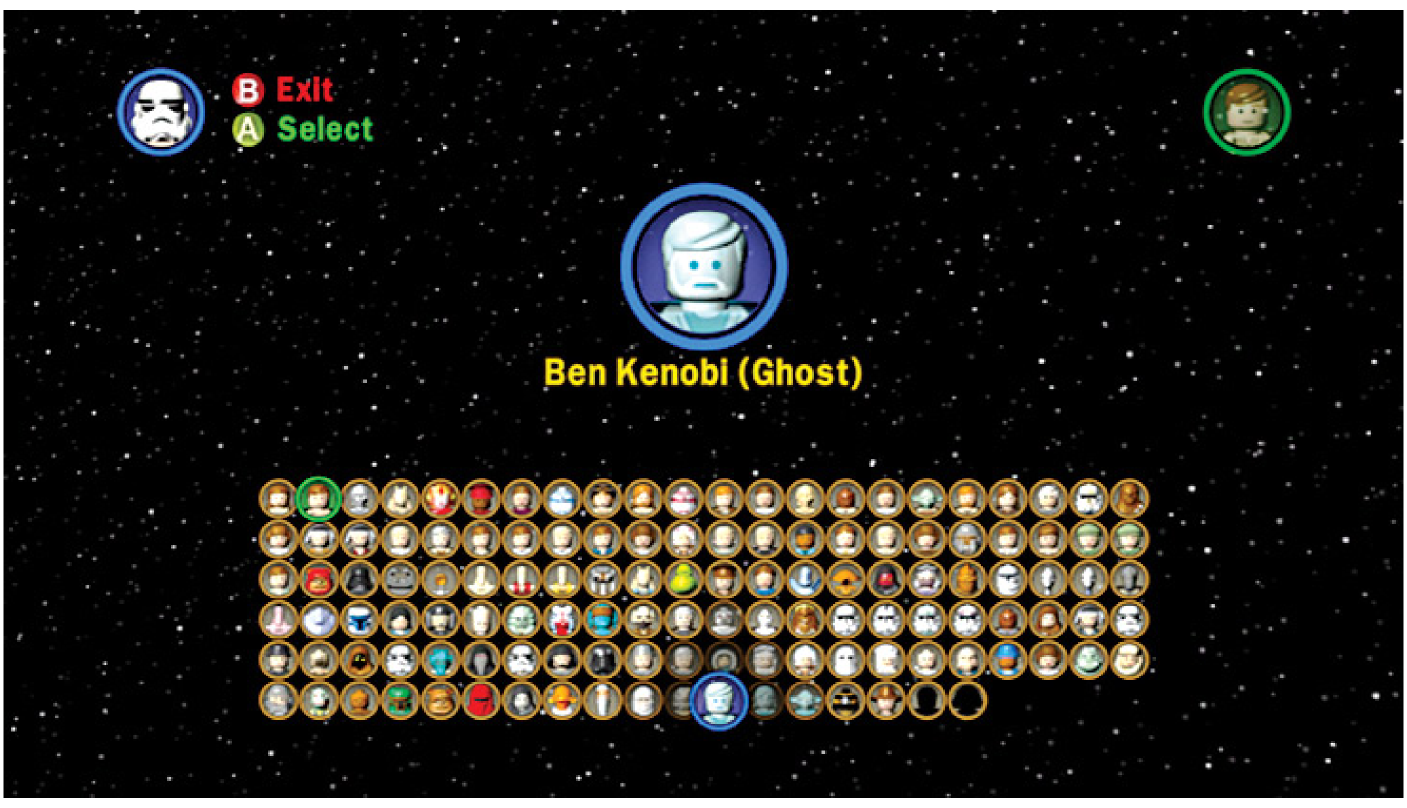
Anakin Skywalker (Ghost)



Luke Skywalker eventually got to see how his father really looked. Too bad his dad had to die for that to happen. What is bad news for Luke is good news for you because Anakin Skywalker (ghost) has the same abilities as Ben Kenobi (ghost).

Anakin can use his lightsaber to bust up people and objects, and he can use the Force on certain objects found around the galaxy. Most importantly, no one can hit him because he's already dead. That means no worrying about hearts or losing studs.

Ben Kenobi (Ghost)

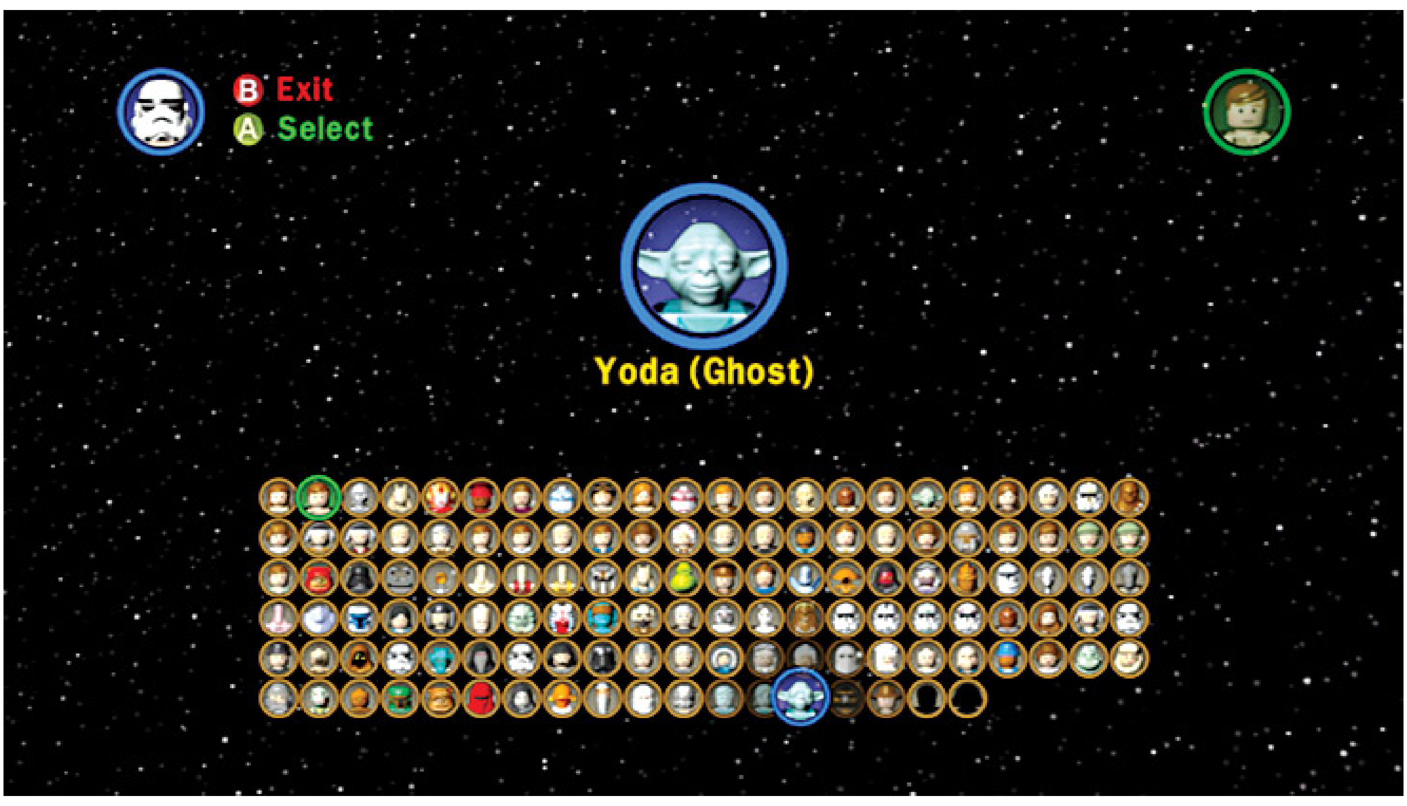


If you liked what Ben Kenobi could do in life, then you'll love what he can do in death. As in life, Ben the ghost can wield his lightsaber to chop up enemies and objects. He can use the Force to interact with the environment.

But now, because he is a ghost, he can't be hurt. In fact, enemies won't even try to hit him, which makes them easy targets.

And if Ben Kenobi (Ghost) happens to fall off a ledge where a live person might die, he won't lose any of the studs you've collected. Use this character in areas where there is the possibility of taking a lot of damage.

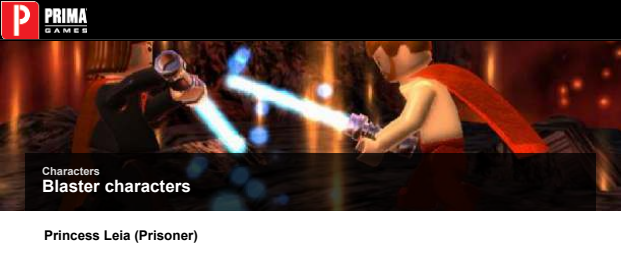
Yoda (Ghost)



Yoda was really old, so it was no surprise when he passed on. And really, death only made the little guy more powerful. In life he was the small, old, yet spunky Jedi Master who could use the Force to take on any opponent.

And Yoda's lightsaber skills were among the best. But as good as he was while living, he could still get hurt. But no more! Now, as a ghost, Yoda can go about his business of handing out beat-downs without any fear of repercussions.

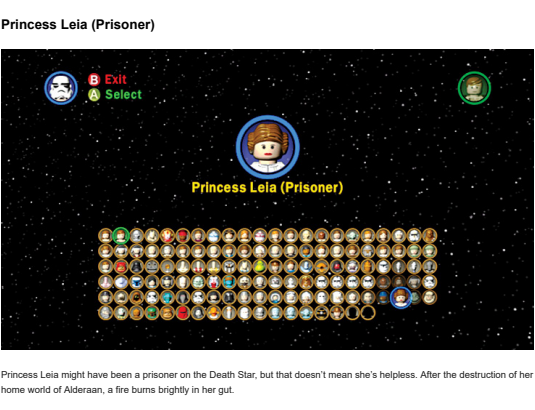
Use him when the going gets too rough and you don't want to take a lot of damage.



Characters

Blaster characters

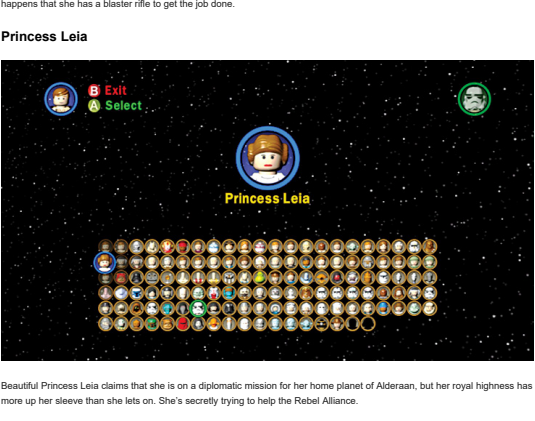
Princess Leia (Prisoner)



Princess Leia might have been a prisoner on the Death Star, but that doesn't mean she's helpless. After the destruction of her home world of Alderaan, a fire burns brightly in her gut.

She wants nothing more than to end the Empire's ruthless reign of terror. To do this, she needs a weapon, and it just so happens that she has a blaster rifle to get the job done.

Princess Leia

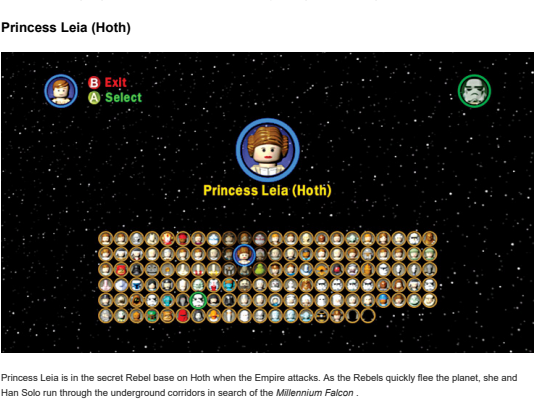


Beautiful Princess Leia claims that she is on a diplomatic mission for her home planet of Alderaan, but her royal highness has more up her sleeve than she lets on. She's secretly trying to help the Rebel Alliance.

Leia might be a princess, but she knows how to defend herself. Not only does she carry a blaster to shoot her enemies, but she also has an ascension gun to use whenever she stands on a red circle swirl so that she can reach new areas.

And when she is fighting her enemies, she has the natural ability to dodge most incoming shots.

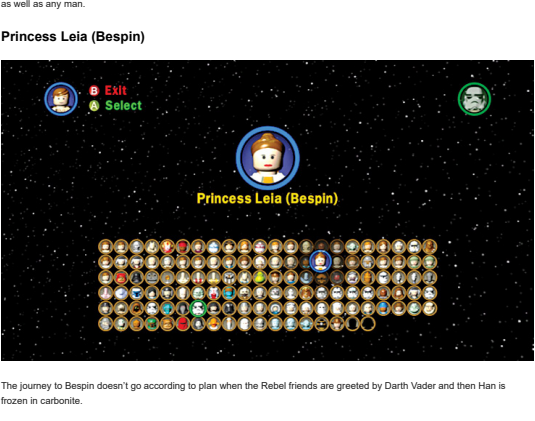
Princess Leia (Hoth)



Princess Leia is in the secret Rebel base on Hoth when the Empire attacks. As the Rebels quickly flee the planet, she and Han Solo run through the underground corridors in search of the *Millennium Falcon* .

Han might want to protect the princess, but she is more than capable of protecting herself, because she can fire her blaster as well as any man.

Princess Leia (Bespin)

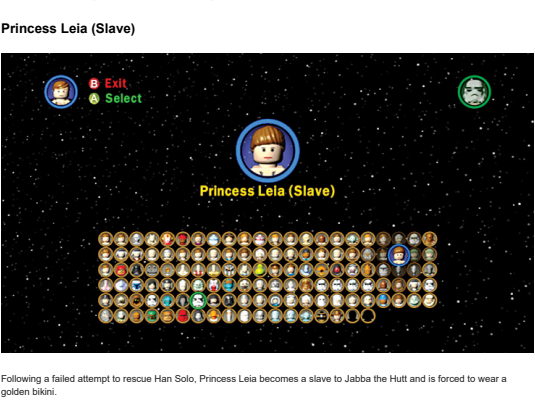


The journey to Bespin doesn't go according to plan when the Rebel friends are greeted by Darth Vader and then Han is frozen in carbonite.

But Leia is a tough lady who does whatever it takes to get her man back, even if it means risking her own life. In order to fight her way to Han, she must be ready to drop anyone who tries to stop her.

For that reason, Leia has a blaster rifle that's perfect for stopping enemies in their tracks. She also carries an ascension gun in case she needs to grapple to hard-to-reach ledges.

Princess Leia (Slave)

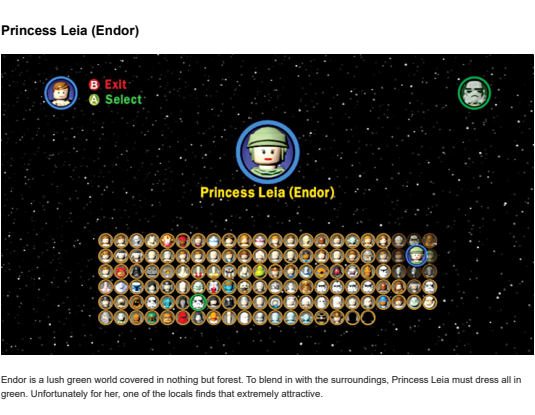


Following a failed attempt to rescue Han Solo, Princess Leia becomes a slave to Jabba the Hutt and is forced to wear a golden bikini.

Not one to let that get her down, Leia knows how to shake it and will do a little dance for you whenever you want her to.

But don't think this Princess Leia is all sugar and spice; she still carries a blaster rifle with her and can take down the best of them. Talk about dressed to kill!

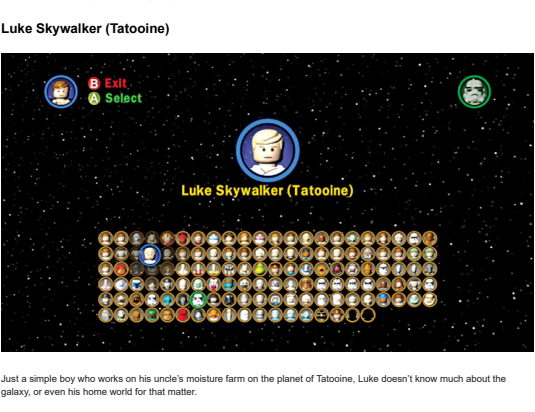
Princess Leia (Endor)



Endor is a lush green world covered in nothing but forest. To blend in with the surroundings, Princess Leia must dress all in green. Unfortunately for her, one of the locals finds that extremely attractive.

With her camouflage on, Leia can better sneak around the jungle without getting noticed. If she is spotted, she always has a blaster rifle to drop anyone who might try to do her harm.

Luke Skywalker (Tatooine)

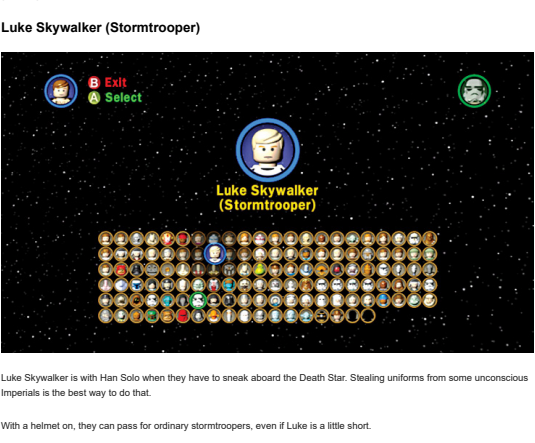


Just a simple boy who works on his uncle's moisture farm on the planet of Tatooine, Luke doesn't know much about the galaxy, or even his home world for that matter.

But there is something special about him; his abilities suggest there is some kind of Force guiding him. Luke Skywalker might just be a farm boy at this point, but his life changes after he meets an old hermit out in the desert.

Not yet knowing the true power of the Force, Luke must rely on a blaster to defend himself. He also has an ascension gun for grappling.

Luke Skywalker (Stormtrooper)

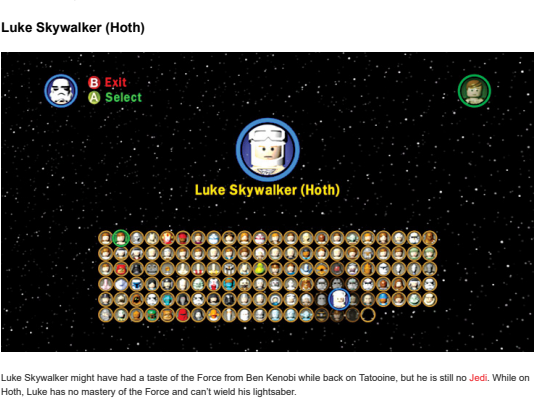


Luke Skywalker is with Han Solo when they have to sneak aboard the Death Star. Stealing uniforms from some unconscious Imperials is the best way to do that.

With a helmet on, they can pass for ordinary stormtroopers, even if Luke is a little short.

Luke doesn't yet realize the true power of the Force at this point in the story, and must rely on his blaster and ascension gun to help him through his adventures.

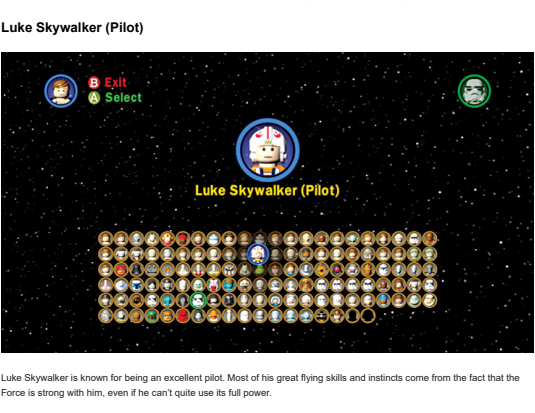
Luke Skywalker (Hoth)



Luke Skywalker might have had a taste of the Force from Ben Kenobi while back on Tatooine, but he is still no Jedi. While on Hoth, Luke has no mastery of the Force and can't wield his lightsaber.

But Luke is no pushover; he is armed with a powerful blaster rifle. He can use this weapon to mow down any enemies. Along with his blaster rifle, Luke also carries an ascension gun so that he can grapple to far-away ledges.

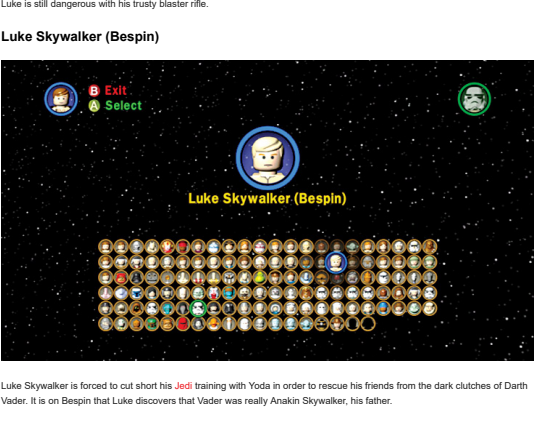
Luke Skywalker (Pilot)



Luke Skywalker is known for being an excellent pilot. Most of his great flying skills and instincts come from the fact that the Force is strong with him, even if he can't quite use its full power.

For now, he wears his bright orange jumpsuit while he flies his snowspeeder at attacking enemies. When he's out of his craft, Luke is still dangerous with his trusty blaster rifle.

Luke Skywalker (Bespin)

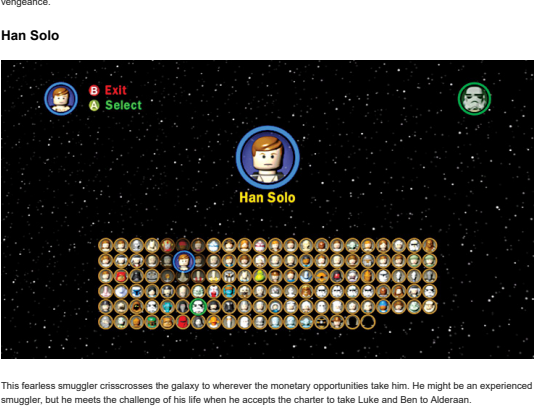


Luke Skywalker is forced to cut short his Jedi training with Yoda in order to rescue his friends from the dark clutches of Darth Vader. It is on Bespin that Luke discovers that Vader was really Anakin Skywalker, his father.

To top it all off, daddy cuts off Luke's hand! It's not really a good day for poor Luke, but maybe one day he'll get his revenge.

This Luke can use the Force to do his will and he carries his trusty lightsaber for when the time comes to exact his vengeance.

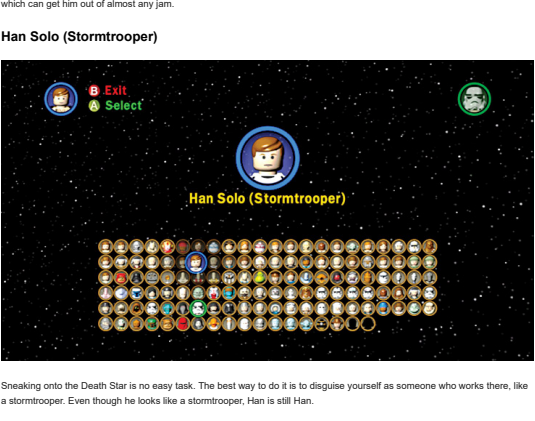
Han Solo



This fearless smuggler crisscrosses the galaxy to wherever the monetary opportunities take him. He might be an experienced smuggler, but he meets the challenge of his life when he accepts the charter to take Luke and Ben to Alderaan.

It's lucky for everyone involved that Han is an ace pilot and a great fighter. He has a tremendous aim with his blaster pistol, which can get him out of almost any jam.

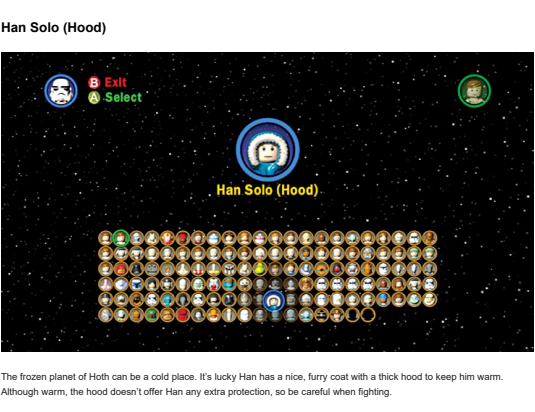
Han Solo (Stormtrooper)



Sneaking onto the Death Star is no easy task. The best way to do it is to disguise yourself as someone who works there, like a stormtrooper. Even though he looks like a stormtrooper, Han is still Han.

He's great with a blaster rifle and can use an ascension gun to grapple from place to place. He should expect a paycheck from the Empire for his services.

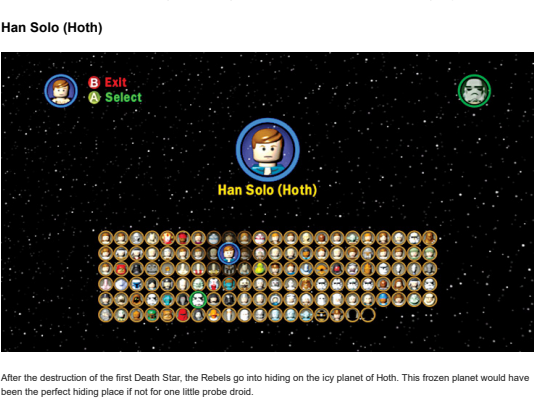
Han Solo (Hood)



The frozen planet of Hoth can be a cold place. It's lucky Han has a nice, furry coat with a thick hood to keep him warm. Although warm, the hood doesn't offer Han any extra protection, so be careful when fighting.

To protect himself, Han still carries a blaster pistol to knock out anyone foolish enough to try to stop him. Along with the blaster rifle, he also has his ascension gun so he can grapple from red circle swirls found around the galaxy.

Han Solo (Hoth)

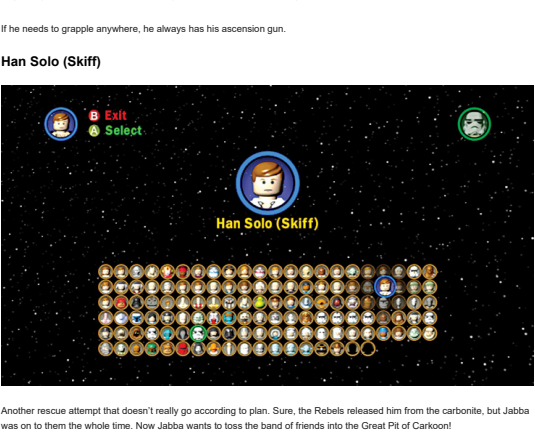


After the destruction of the first Death Star, the Rebels go into hiding on the icy planet of Hoth. This frozen planet would have been the perfect hiding place if not for one little probe droid.

Han Solo (Hoth) must escape through the underground tunnels to find the *Millennium Falcon* parked at the landing pads. As he journeys to his ship, he uses his trusty blaster to drop all the enemy troopers who rush at him.

If he needs to grapple anywhere, he always has his ascension gun.

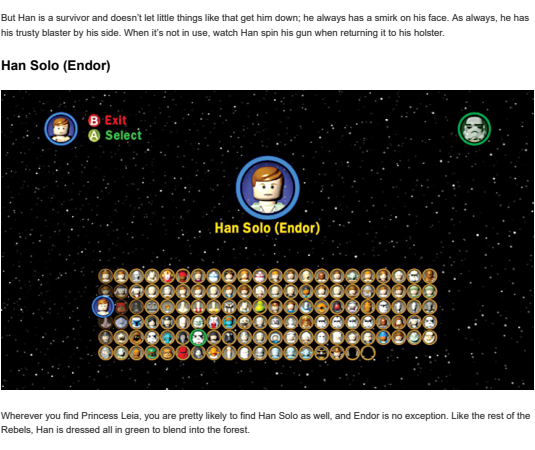
Han Solo (Skiff)



Another rescue attempt that doesn't really go according to plan. Sure, the Rebels released him from the carbonite, but Jabba was on to them the whole time. Now Jabba wants to toss the band of friends into the Great Pit of Carkoon!

But Han is a survivor and doesn't let little things like that get him down; he always has a smirk on his face. As always, he has his trusty blaster by his side. When it's not in use, watch Han spin his gun when returning it to his holster.

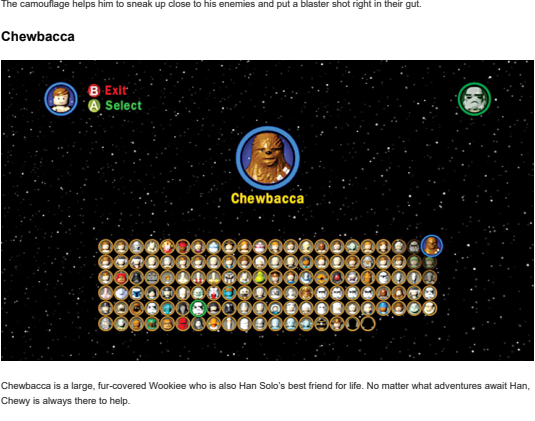
Han Solo (Endor)



Wherever you find Princess Leia, you are pretty likely to find Han Solo as well, and Endor is no exception. Like the rest of the Rebels, Han is dressed all in green to blend into the forest.

The camouflage helps him to sneak up close to his enemies and put a blaster shot right in their gut.

Chewbacca

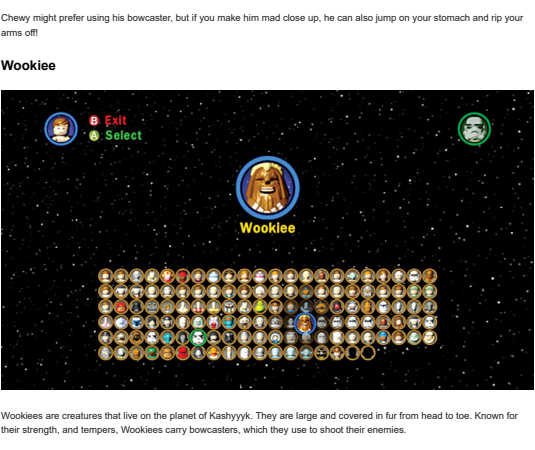


Chewbacca is a large, fur-covered Wookiee who is also Han Solo's best friend for life. No matter what adventures await Han, Chewy is always there to help.

Chewbacca carries his trusted bowcaster to defeat anybody who messes with his friend. And because he has a blaster weapon, he can also use an ascension gun whenever a red circle swirl is nearby.

Chewy might prefer using his bowcaster, but if you make him mad close up, he can also jump on your stomach and rip your arms off!

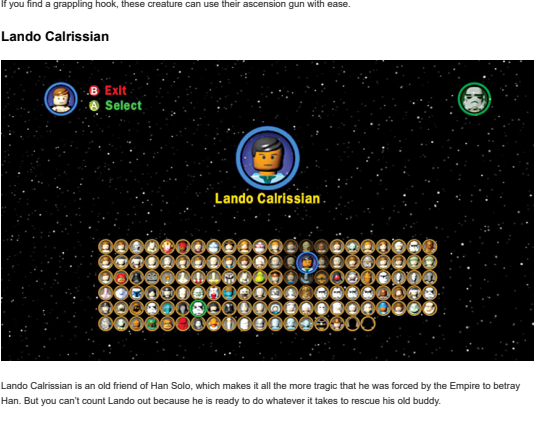
Wookiee



Wookiees are creatures that live on the planet of Kashyyyk. They are large and covered in fur from head to toe. Known for their strength, and tempers, Wookiees carry bowcasters, which they use to shoot their enemies.

If you find a grappling hook, these creature can use their ascension gun with ease.

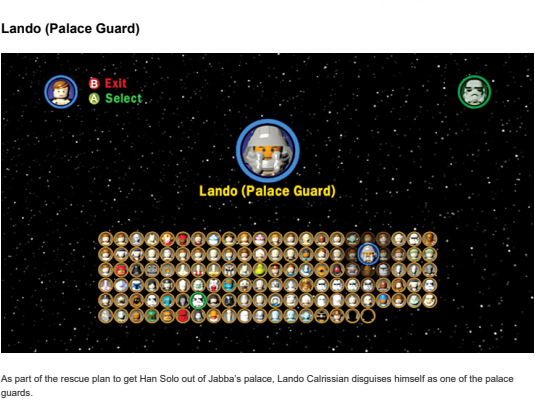
Lando Calrissian



Lando Calrissian is an old friend of Han Solo, which makes it all the more tragic that he was forced by the Empire to betray Han. But you can't count Lando out because he is ready to do whatever it takes to rescue his old buddy.

Anyone who tries to stop him gets a full helping from his blaster rifle. Lando might be in charge of all of Cloud City, but when Princess Leia is close, he always has time to put the moves on her and kiss her hand. Play on, player!

Lando (Palace Guard)

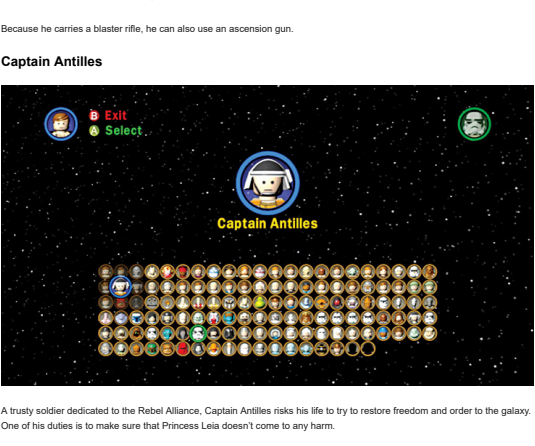


As part of the rescue plan to get Han Solo out of Jabba's palace, Lando Calrissian disguises himself as one of the palace guards.

But don't be fooled by the funny-looking helmet that he wears, because it's still the same old womanizing Lando. He still has a blaster rifle for when the time is right to use it.

Because he carries a blaster rifle, he can also use an ascension gun.

Captain Antilles

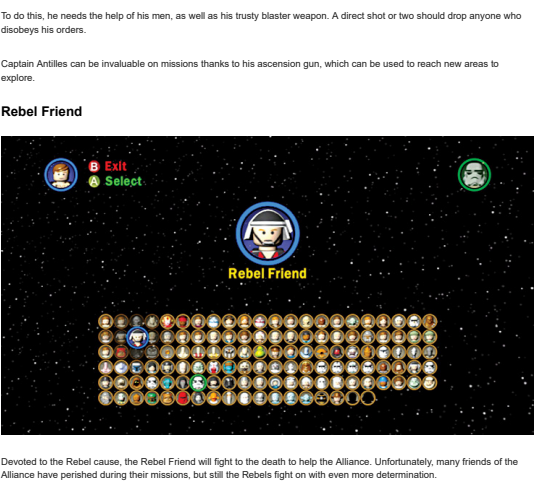


A trusty soldier dedicated to the Rebel Alliance, Captain Antilles risks his life to try to restore freedom and order to the galaxy. One of his duties is to make sure that Princess Leia doesn't come to any harm.

To do this, he needs the help of his men, as well as his trusty blaster weapon. A direct shot or two should drop anyone who disobeys his orders.

Captain Antilles can be invaluable on missions thanks to his ascension gun, which can be used to reach new areas to explore.

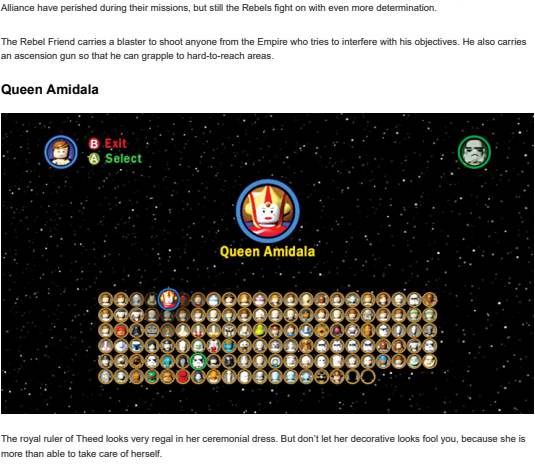
Rebel Friend



Devoted to the Rebel cause, the Rebel Friend will fight to the death to help the Alliance. Unfortunately, many friends of the Alliance have perished during their missions, but still the Rebels fight on with even more determination.

The Rebel Friend carries a blaster to shoot anyone from the Empire who tries to interfere with his objectives. He also carries an ascension gun so that he can grapple to hard-to-reach areas.

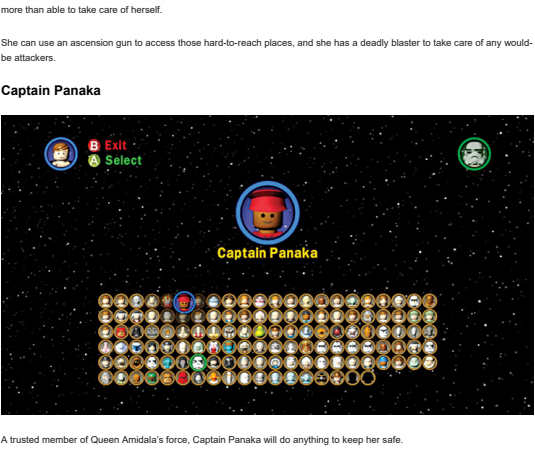
Queen Amidala



The royal ruler of Theed looks very regal in her ceremonial dress. But don't let her decorative looks fool you, because she is more than able to take care of herself.

She can use an ascension gun to access those hard-to-reach places, and she has a deadly blaster to take care of any would-be attackers.

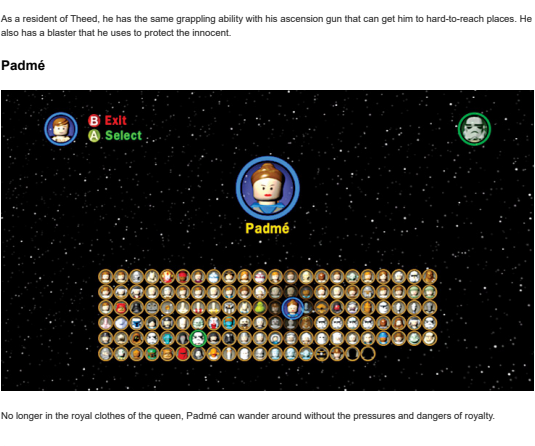
Captain Panaka



A trusted member of Queen Amidala's force, Captain Panaka will do anything to keep her safe.

As a resident of Theed, he has the same grappling ability with his ascension gun that can get him to hard-to-reach places. He also has a blaster that he uses to protect the innocent.

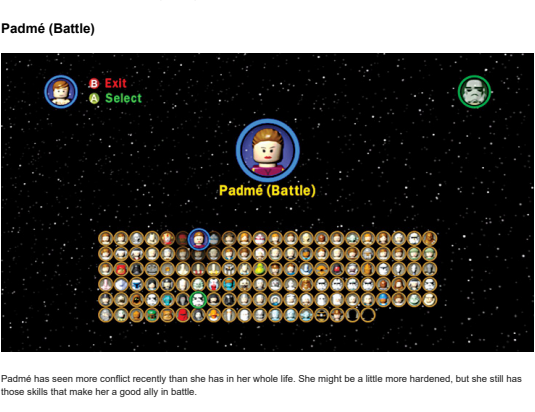
Padmé



No longer in the royal clothes of the queen, Padmé can wander around without the pressures and dangers of royalty.

She possesses the same abilities as Queen Amidala with her ability to grapple and shoot her enemies with her blaster. Any creature who fails to take her seriously will pay the price.

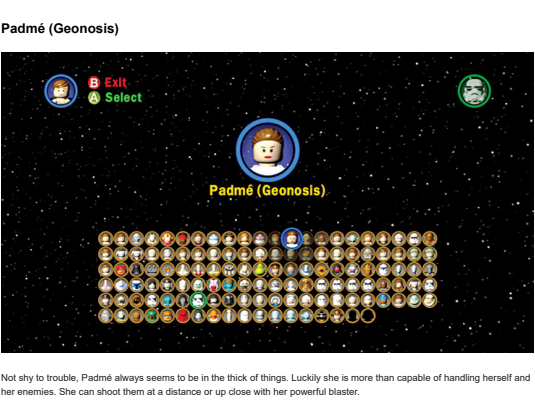
Padmé (Battle)



Padmé has seen more conflict recently than she has in her whole life. She might be a little more hardened, but she still has those skills that make her a good ally in battle.

She can shoot her blaster with the best of them and can use her ascension gun to explore unknown regions of the map.

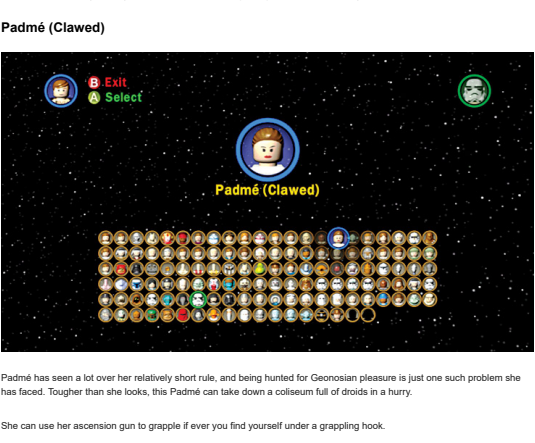
Padmé (Geonosis)



Not shy to trouble, Padmé always seems to be in the thick of things. Luckily she is more than capable of handling herself and her enemies. She can shoot them at a distance or up close with her powerful blaster.

And if there is some grappling to be done, she is instantly ready with her ascension gun.

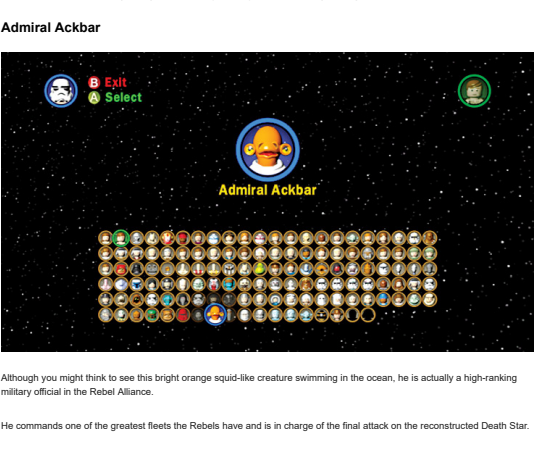
Padmé (Clawed)



Padmé has seen a lot over her relatively short rule, and being hunted for Geonosian pleasure is just one such problem she has faced. Tougher than she looks, this Padmé can take down a coliseum full of droids in a hurry.

She can use her ascension gun to grapple if ever you find yourself under a grappling hook.

Admiral Ackbar

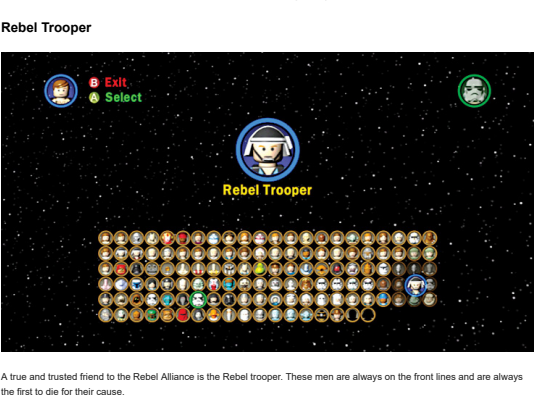


Although you might think to see this bright orange squid-like creature swimming in the ocean, he is actually a high-ranking military official in the Rebel Alliance.

He commands one of the greatest fleets the Rebels have and is in charge of the final attack on the reconstructed Death Star.

Even though he holds a high position of authority, Admiral Ackbar still knows how to get his hands dirty. When in battle, he drops enemies with his blaster pistol. He can even use an ascension gun to get to out-of-reach spots.

Rebel Trooper

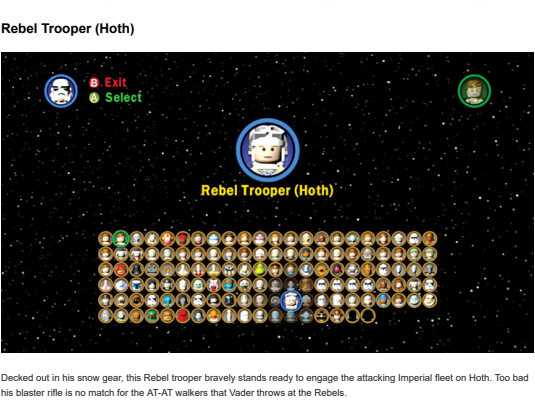


A true and trusted friend to the Rebel Alliance is the Rebel trooper. These men are always on the front lines and are always the first to die for their cause.

They might not get any glory like Luke or Han, but they are just as important in the Rebel fight to restore freedom and peace to the galaxy.

These troopers are always prepared for battle with their blaster rifles close by, just in case the Empire rears its ugly head.

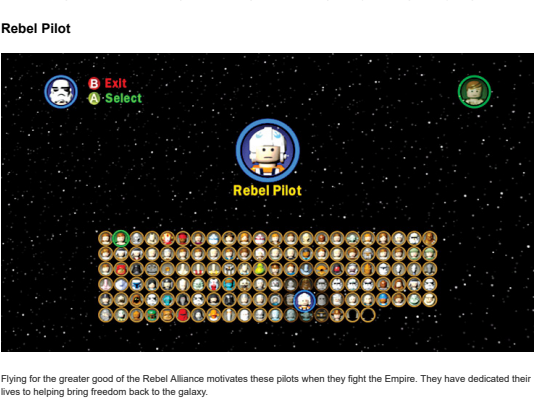
Rebel Trooper (Hoth)



Decked out in his snow gear, this Rebel trooper bravely stands ready to engage the attacking Imperial fleet on Hoth. Too bad his blaster rifle is no match for the AT-AT walkers that Vader throws at the Rebels.

His weapon might not be effective at taking down those large vehicles, but it gets the job done against any living creature.

Rebel Pilot

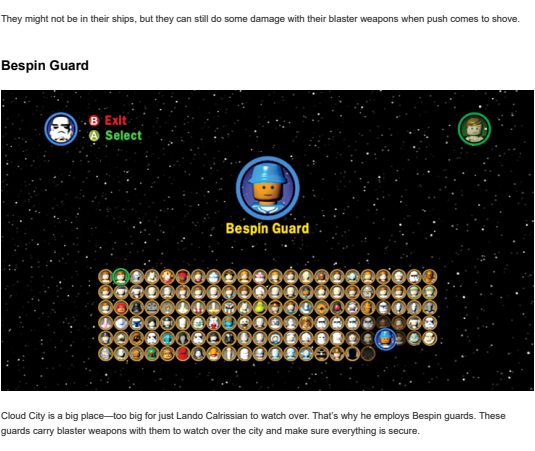


Flying for the greater good of the Rebel Alliance motivates these pilots when they fight the Empire. They have dedicated their lives to helping bring freedom back to the galaxy.

When not buzzing around the sky, these Rebel pilots walk around sporting bright orange jumpsuits with white flight helmets.

They might not be in their ships, but they can still do some damage with their blaster weapons when push comes to shove.

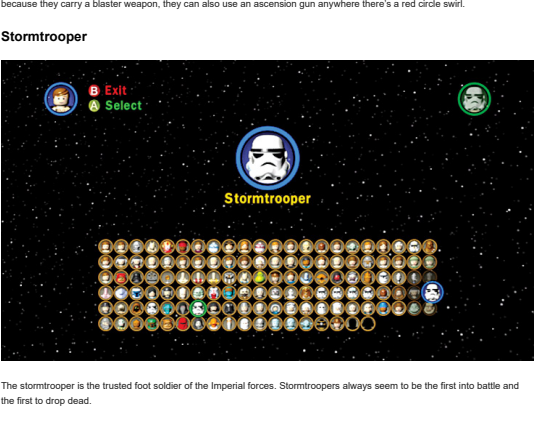
Bespin Guard



Cloud City is a big place—too big for just Lando Calrissian to watch over. That's why he employs Bespin guards. These guards carry blaster weapons with them to watch over the city and make sure everything is secure.

If things start to go downhill, the Bespin guards are more than willing to step up and defend Bespin from any threats. And because they carry a blaster weapon, they can also use an ascension gun anywhere there's a red circle swirl.

Stormtrooper

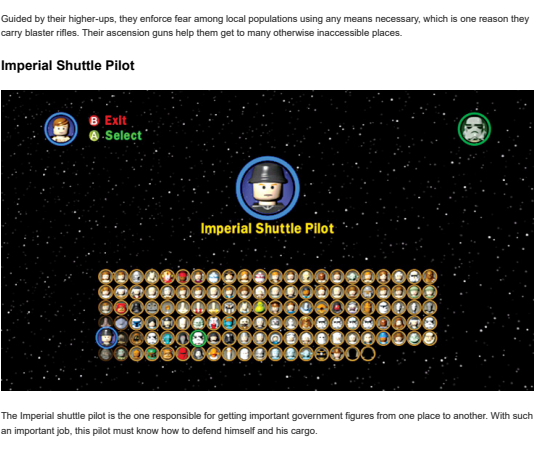


The stormtrooper is the trusted foot soldier of the Imperial forces. Stormtroopers always seem to be the first into battle and the first to drop dead.

Yet these nameless and faceless soldiers fight on because of their belief in, or fear of, the Empire and the Emperor.

Guided by their higher-ups, they enforce fear among local populations using any means necessary, which is one reason they carry blaster rifles. Their ascension guns help them get to many otherwise inaccessible places.

Imperial Shuttle Pilot

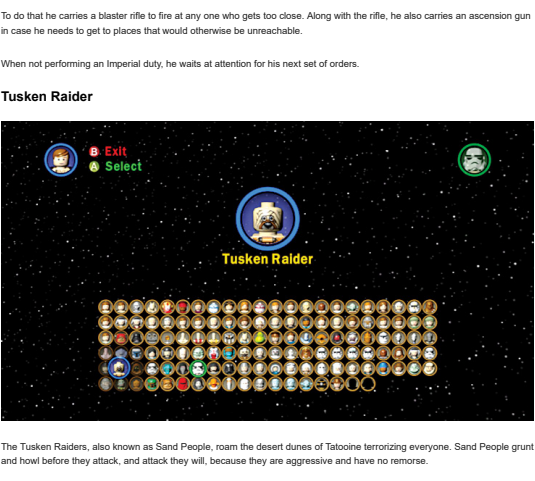


The Imperial shuttle pilot is the one responsible for getting important government figures from one place to another. With such an important job, this pilot must know how to defend himself and his cargo.

To do that he carries a blaster rifle to fire at any one who gets too close. Along with the rifle, he also carries an ascension gun in case he needs to get to places that would otherwise be unreachable.

When not performing an Imperial duty, he waits at attention for his next set of orders.

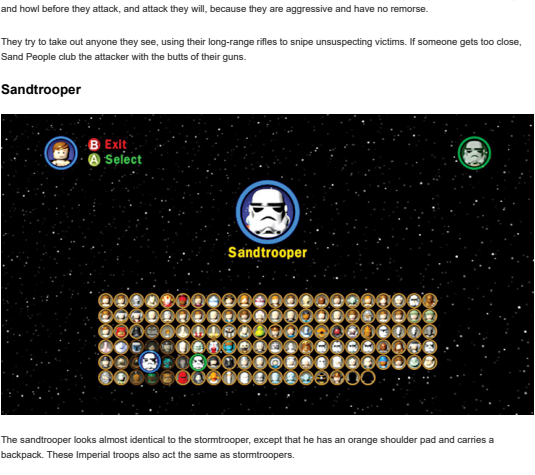
Tusken Raider



The Tusken Raiders, also known as Sand People, roam the desert dunes of Tatooine terrorizing everyone. Sand People grunt and howl before they attack, and attack they will, because they are aggressive and have no remorse.

They try to take out anyone they see, using their long-range rifles to snipe unsuspecting victims. If someone gets too close, Sand People club the attacker with the butts of their guns.

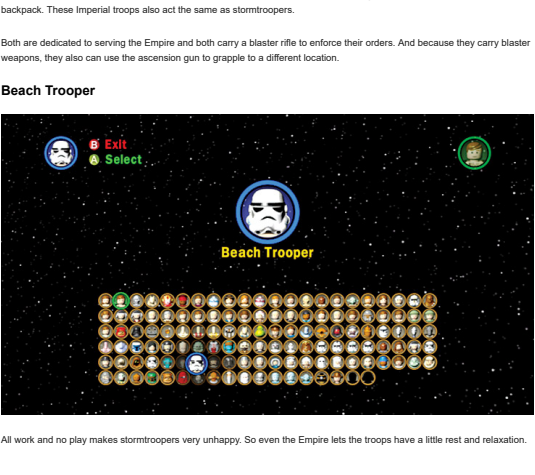
Sandtrooper



The sandtrooper looks almost identical to the stormtrooper, except that he has an orange shoulder pad and carries a backpack. These Imperial troops also act the same as stormtroopers.

Both are dedicated to serving the Empire and both carry a blaster rifle to enforce their orders. And because they carry blaster weapons, they also can use the ascension gun to grapple to a different location.

Beach Trooper

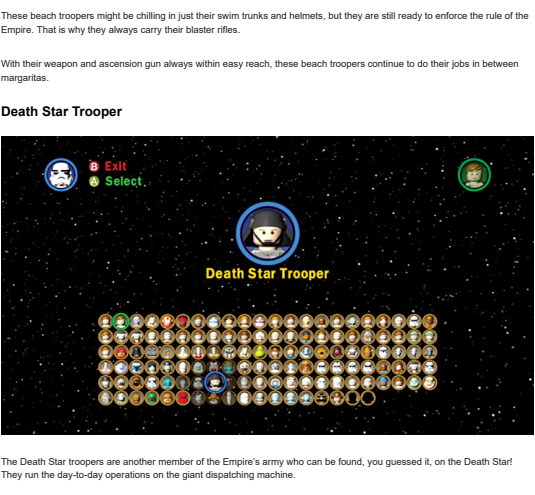


All work and no play makes stormtroopers very unhappy. So even the Empire lets the troops have a little rest and relaxation.

These beach troopers might be chilling in just their swim trunks and helmets, but they are still ready to enforce the rule of the Empire. That is why they always carry their blaster rifles.

With their weapon and ascension gun always within easy reach, these beach troopers continue to do their jobs in between margaritas.

Death Star Trooper

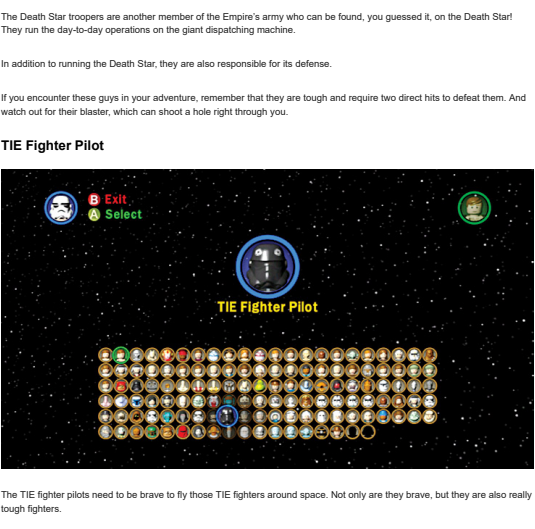


The Death Star troopers are another member of the Empire's army who can be found, you guessed it, on the Death Star! They run the day-to-day operations on the giant dispatching machine.

In addition to running the Death Star, they are also responsible for its defense.

If you encounter these guys in your adventure, remember that they are tough and require two direct hits to defeat them. And watch out for their blaster, which can shoot a hole right through you.

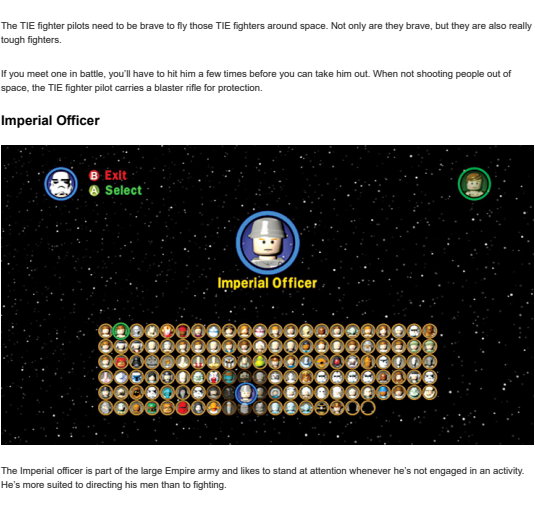
TIE Fighter Pilot



The TIE fighter pilots need to be brave to fly those TIE fighters around space. Not only are they brave, but they are also really tough fighters.

If you meet one in battle, you'll have to hit him a few times before you can take him out. When not shooting people out of space, the TIE fighter pilot carries a blaster rifle for protection.

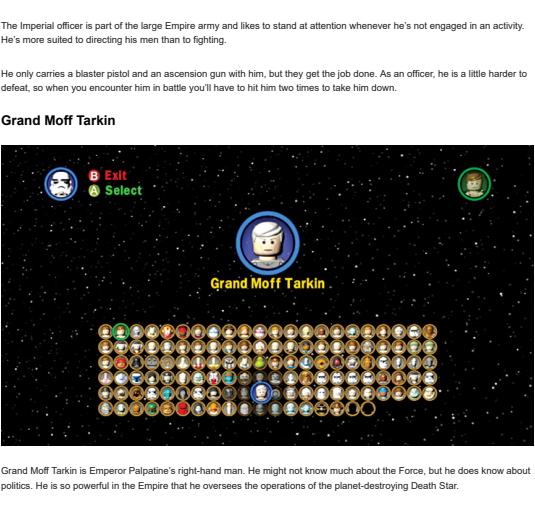
Imperial Officer



The Imperial officer is part of the large Empire army and likes to stand at attention whenever he's not engaged in an activity. He's more suited to directing his men than to fighting.

He only carries a blaster pistol and an ascension gun with him, but they get the job done. As an officer, he is a little harder to defeat, as when you encounter him in battle you'll have to hit him two times to take him down.

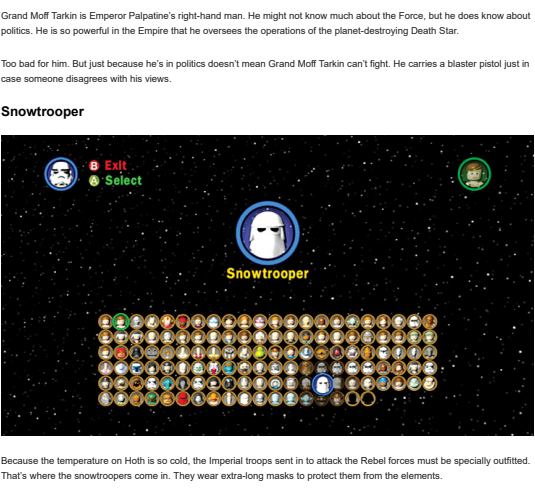
Grand Moff Tarkin



Grand Moff Tarkin is Emperor Palpatine's right-hand man. He might not know much about the Force, but he does know about politics. He is so powerful in the Empire that he oversees the operations of the planet-destroying Death Star.

Too bad for him. But just because he's in politics doesn't mean Grand Moff Tarkin can't fight. He carries a blaster pistol just in case someone disagrees with his views.

Snowtrooper

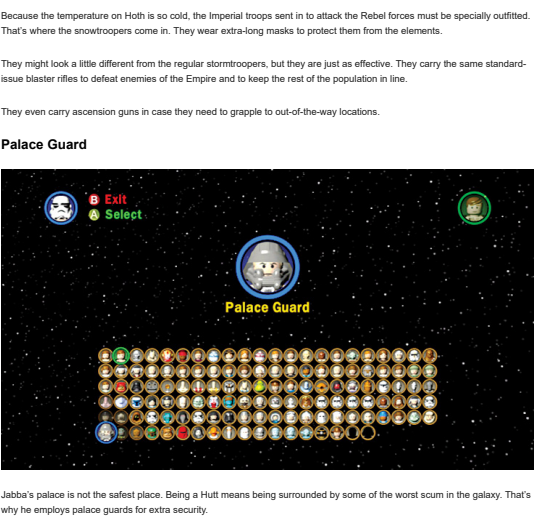


Because the temperature on Hoth is so cold, the Imperial troops sent in to attack the Rebel forces must be specially outfitted. That's where the snowtroopers come in. They wear extra-long masks to protect them from the elements.

They might look a little different from the regular stormtroopers, but they are just as effective. They carry the same standard-issue blaster rifles to defeat enemies of the Empire and to keep the rest of the population in line.

They even carry ascension guns in case they need to grapple to out-of-the-way locations.

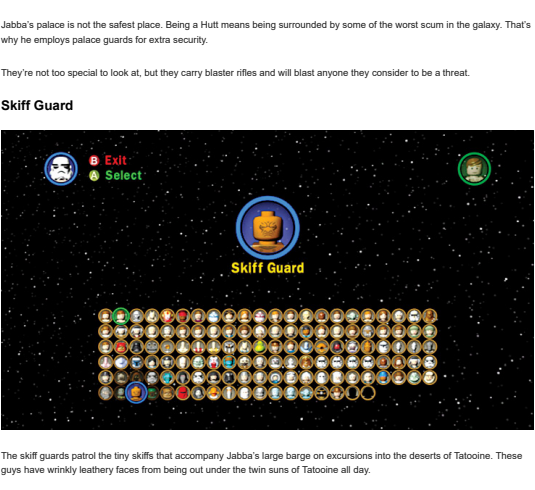
Palace Guard



Jabba's palace is not the safest place. Being a Hutt means being surrounded by some of the worst scum in the galaxy. That's why he employs palace guards for extra security.

They're not too special to look at, but they carry blaster rifles and will blast anyone they consider to be a threat.

Skiff Guard

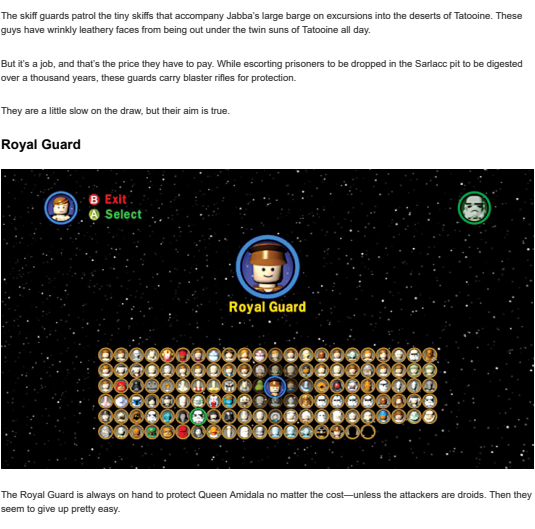


The skiff guards patrol the tiny skiffs that accompany Jabba's large barge on excursions into the deserts of Tatooine. These guys have wrinkly leathery faces from being out under the twin suns of Tatooine all day.

But it's a job, and that's the price they have to pay. While escorting prisoners to be dropped in the Sarlacc pit to be digested over a thousand years, these guards carry blaster rifles for protection.

They are a little slow on the draw, but their aim is true.

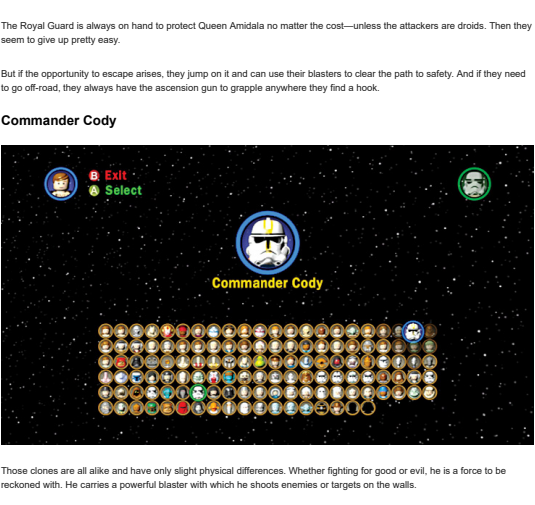
Royal Guard



The Royal Guard is always on hand to protect Queen Amidala no matter the cost—unless the attackers are droids. Then they seem to give up pretty easy.

But if the opportunity to escape arises, they jump on it and can use their blasters to clear the path to safety. And if they need to go off-road, they always have the ascension gun to grapple anywhere they find a hook.

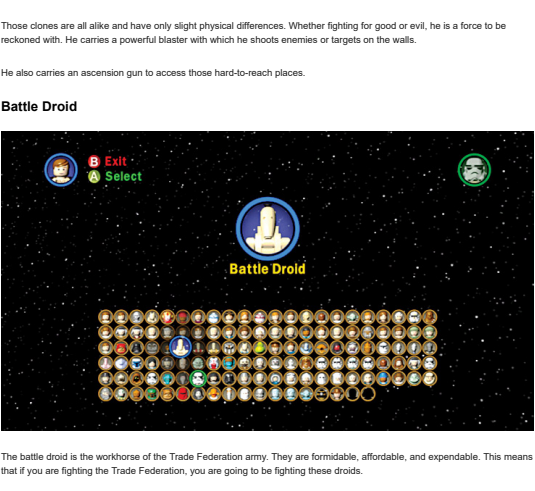
Commander Cody



Those clones are all alike and have only slight physical differences. Whether fighting for good or evil, he is a force to be reckoned with. He carries a powerful blaster with which he shoots enemies or targets on the walls.

He also carries an ascension gun to access those hard-to-reach places.

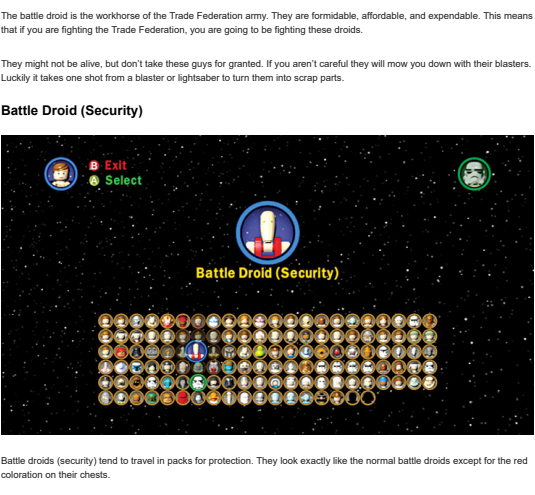
Battle Droid



The battle droid is the workhorse of the Trade Federation army. They are formidable, affordable, and expendable. This means that if you are fighting the Trade Federation, you are going to be fighting these droids.

They might not be alive, but don't take these guys for granted. If you aren't careful they will mow you down with their blasters. Luckily it takes one shot from a blaster or lightsaber to turn them into scrap parts.

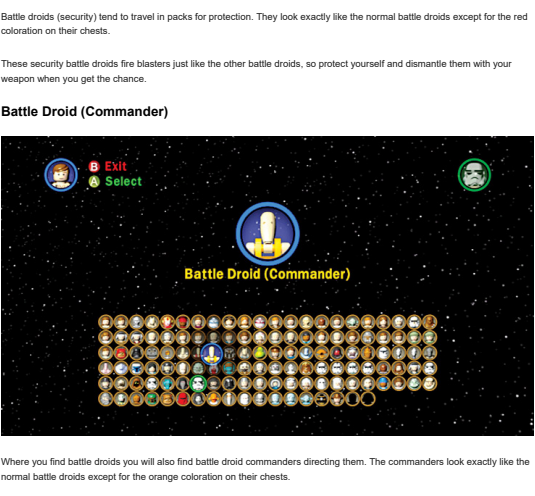
Battle Droid (Security)



Battle droids (security) tend to travel in packs for protection. They look exactly like the normal battle droids except for the red coloration on their chests.

These security battle droids fire blasters just like the other battle droids, so protect yourself and dismantle them with your weapon when you get the chance.

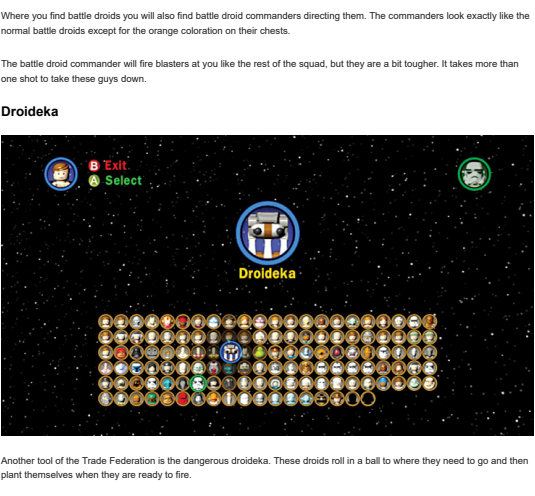
Battle Droid (Commander)



Where you find battle droids you will also find battle droid commanders directing them. The commanders look exactly like the normal battle droids except for the orange coloration on their chests.

The battle droid commander will fire blasters at you like the rest of the squad, but they are a bit tougher. It takes more than one shot to take these guys down.

Droideka

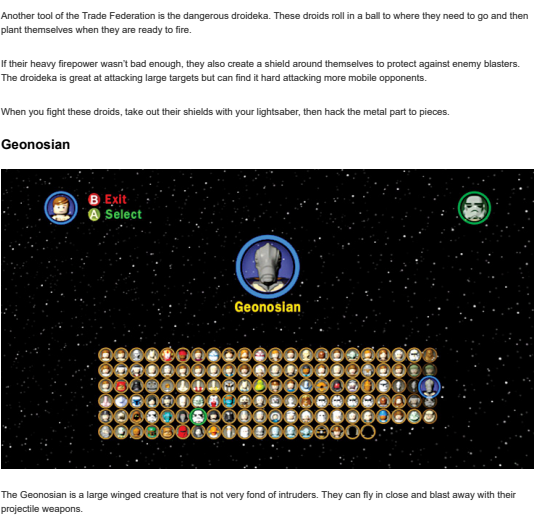


Another tool of the Trade Federation is the dangerous droideka. These droids roll in a ball to where they need to go and then plant themselves when they are ready to fire.

If their heavy firepower wasn't bad enough, they also can create a shield around themselves to protect against enemy blasters. The droideka is great at attacking large targets but can find it hard attacking more mobile opponents.

When you fight these droids, take out their shields with your lightsaber, then hack the metal part to pieces.

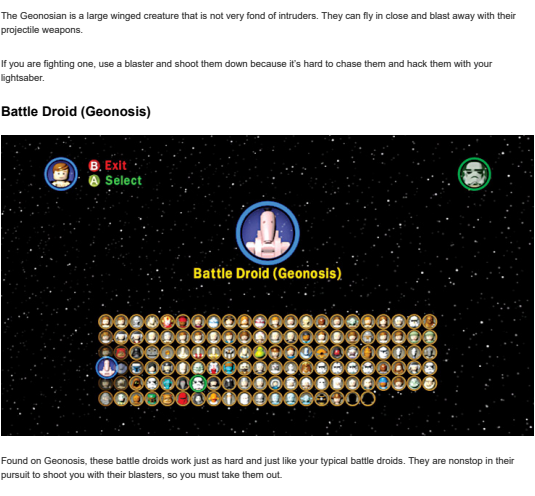
Geonosian



The Geonosian is a large winged creature that is not very fond of intruders. They can fly in close and blast away with their projectile weapons.

If you are fighting one, use a blaster and shoot them down because it's hard to chase them and hack them with your lightsaber.

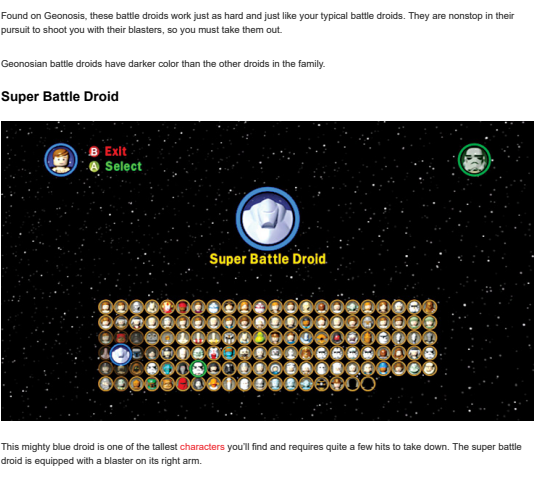
Battle Droid (Geonosis)



Found on Geonosis, these battle droids work just as hard and just like your typical battle droids. They are nonstop in their pursuit to shoot you with their blasters, so you must take them out.

Geonosian battle droids have darker color than the other droids in the family.

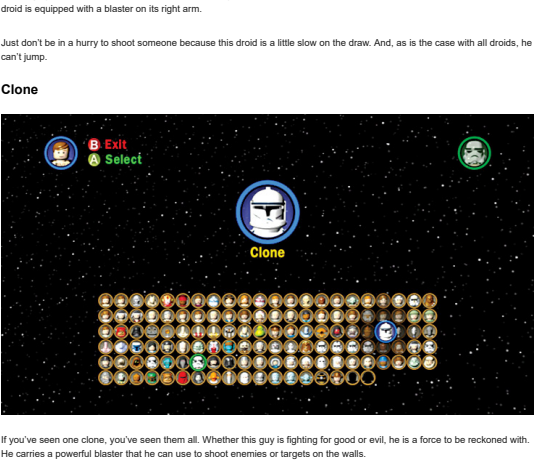
Super Battle Droid



This mighty blue droid is one of the tallest characters you'll find and requires quite a few hits to take down. The super battle droid is equipped with a blaster on its right arm.

Just don't be in a hurry to shoot someone because this droid is a little slow on the draw. And, as is the case with all droids, he can't jump.

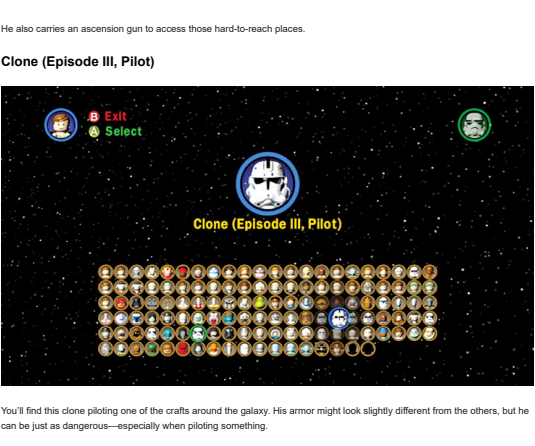
Clone



If you've seen one clone, you've seen them all. Whether this guy is fighting for good or evil, he is a force to be reckoned with. He carries a powerful blaster that he can use to shoot enemies or targets on the walls.

He also carries an ascension gun to access those hard-to-reach places.

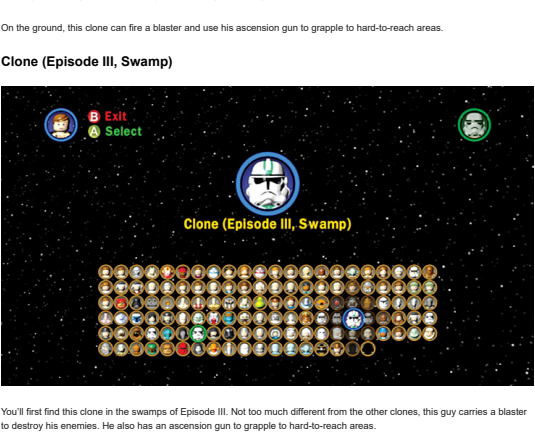
Clone (Episode III, Pilot)



You'll find this clone piloting one of the crafts around the galaxy. His armor might look slightly different from the others, but he can be just as dangerous—especially when piloting something.

On the ground, this clone can fire a blaster and use his ascension gun to grapple to hard-to-reach areas.

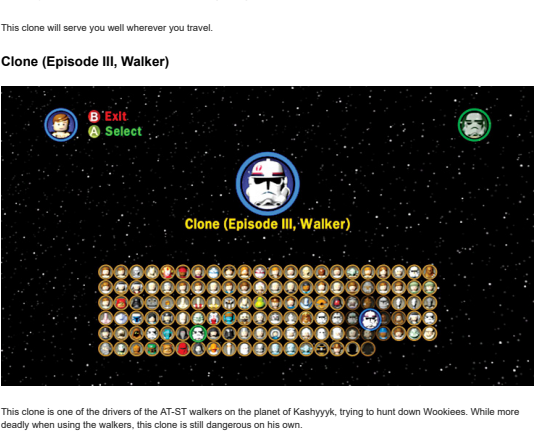
Clone (Episode III, Swamp)



You'll first find this clone in the swamps of Episode III. Not too much different from the other clones, this guy carries a blaster to destroy his enemies. He also has an ascension gun to grapple to hard-to-reach areas.

This clone will serve you well wherever you travel.

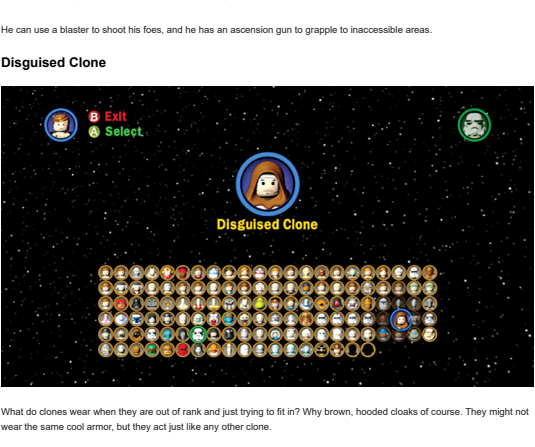
Clone (Episode III, Walker)



This clone is one of the drivers of the AT-ST walkers on the planet of Kashyyyk, trying to hunt down Wookiees. While more deadly when using the walkers, this clone is still dangerous on his own.

He can use a blaster to shoot his foes, and he has an ascension gun to grapple to inaccessible areas.

Disguised Clone

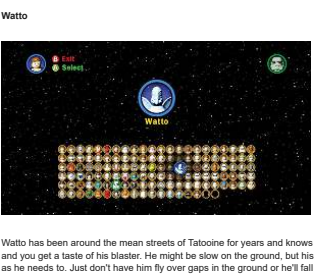


What do clones wear when they are out of rank and just trying to fit in? Why brown, hooded cloaks of course. They might not wear the same cool armor, but they act just like any other clone.

They shoot their targets with deadly blasts and use ascension guns when there is a grappling hook nearby.

New Character

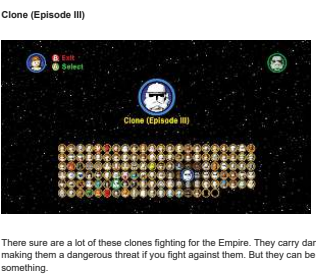
Watto



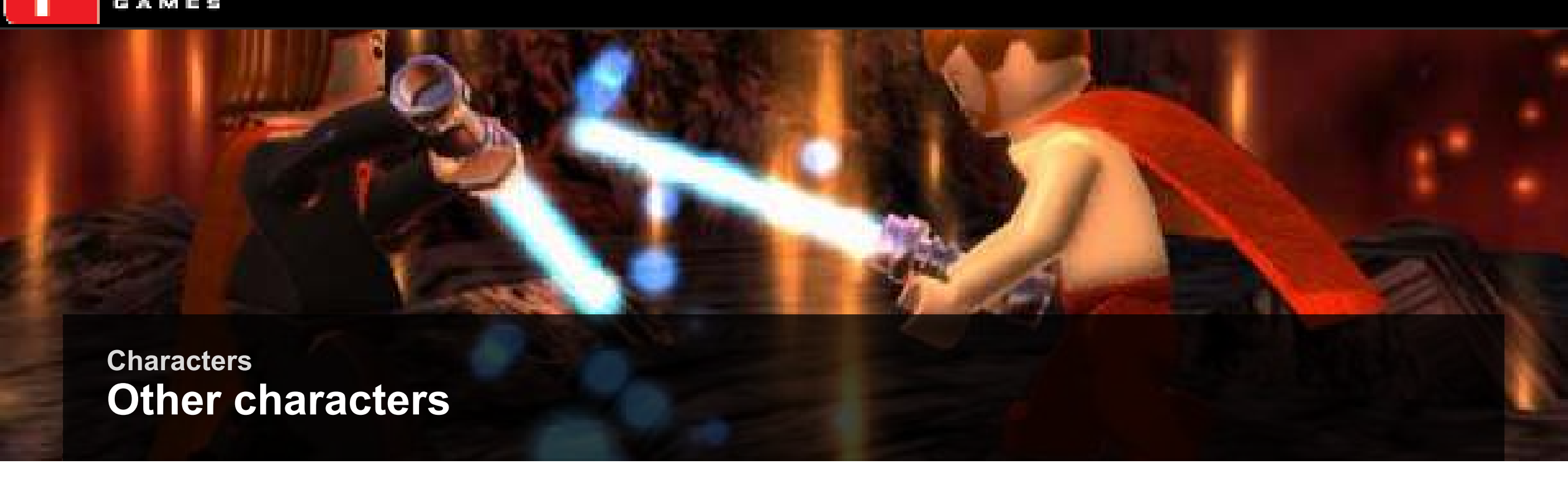
Watto has been around the mean streets of Tatooine for years and knows how to take care of himself. Mess with him and you get a taste of his blaster. He might be slow on the ground, but his little wings let him fly around quickly as long as he needs to. Just don't have him fly over gaps in the ground or he'll fall to his demise.

New Character

Clone (Episode III)



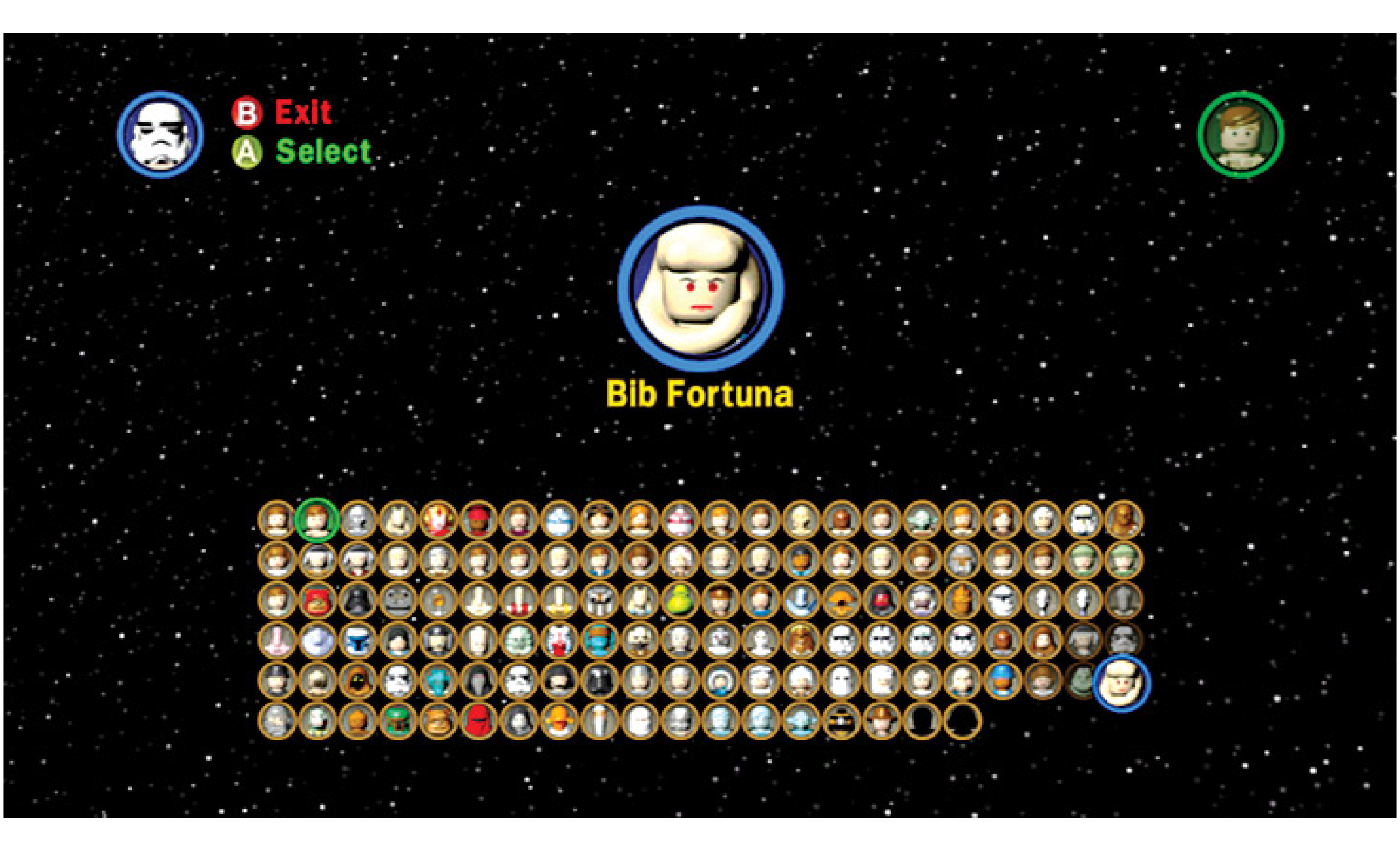
There sure are a lot of these clones fighting for the Empire. They carry dangerous blasters and they rarely travel alone, making them a dangerous threat if you fight against them. But they can be very useful when you need to blast something.



Characters

Other characters

Bib Fortuna

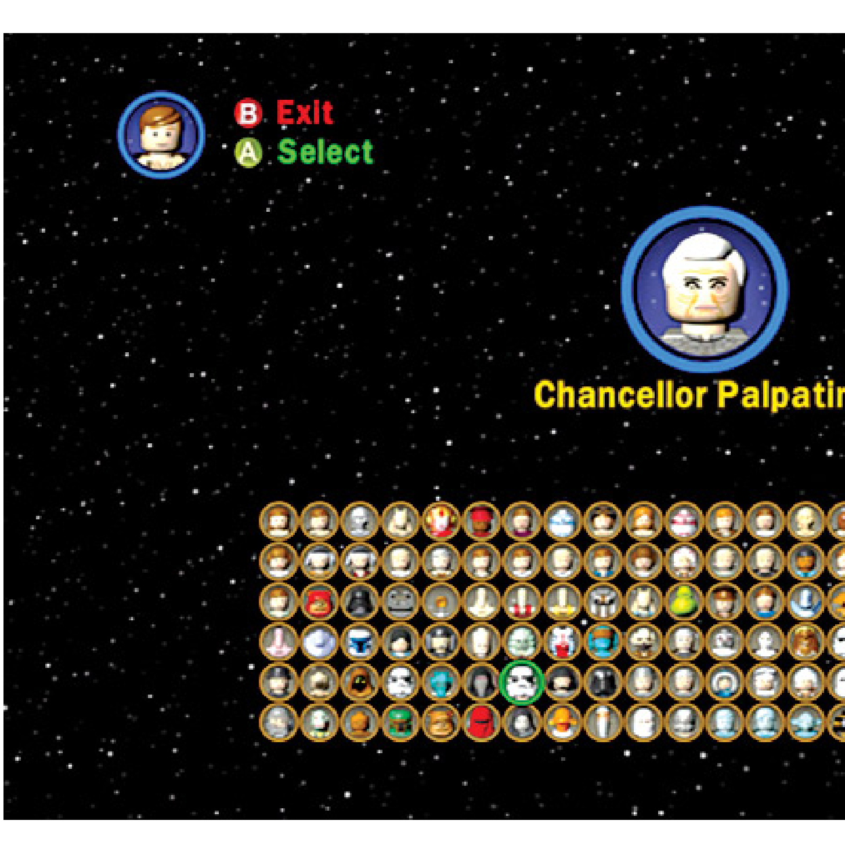


Bib Fortuna is the special advisor to Jabba the Hutt. Wherever you find Jabba, you'll find Bib Fortuna. Other than helping Jabba, though, Fortuna can't really do a whole lot.

He doesn't carry a weapon, so his fighting skills are limited. Up close, he can throw a punch or two, but chances are he'll be dead by then from a long-range blaster shot.

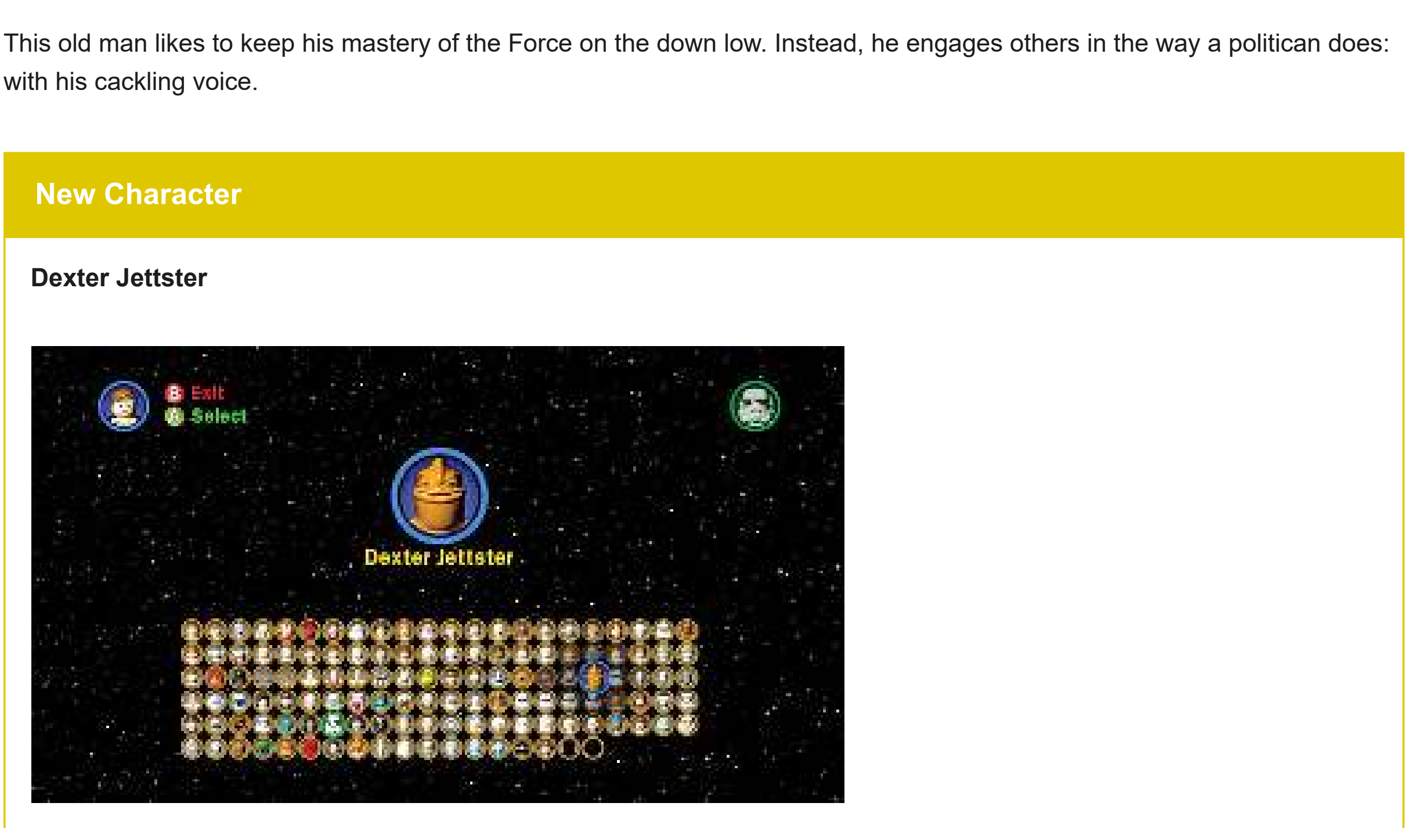
New Character

Boss Nass



Boss Nass is the large green leader of the Gunguns. He has everyone else do his work, which might explain why he sometimes is a bit out of practice on the battlefield.

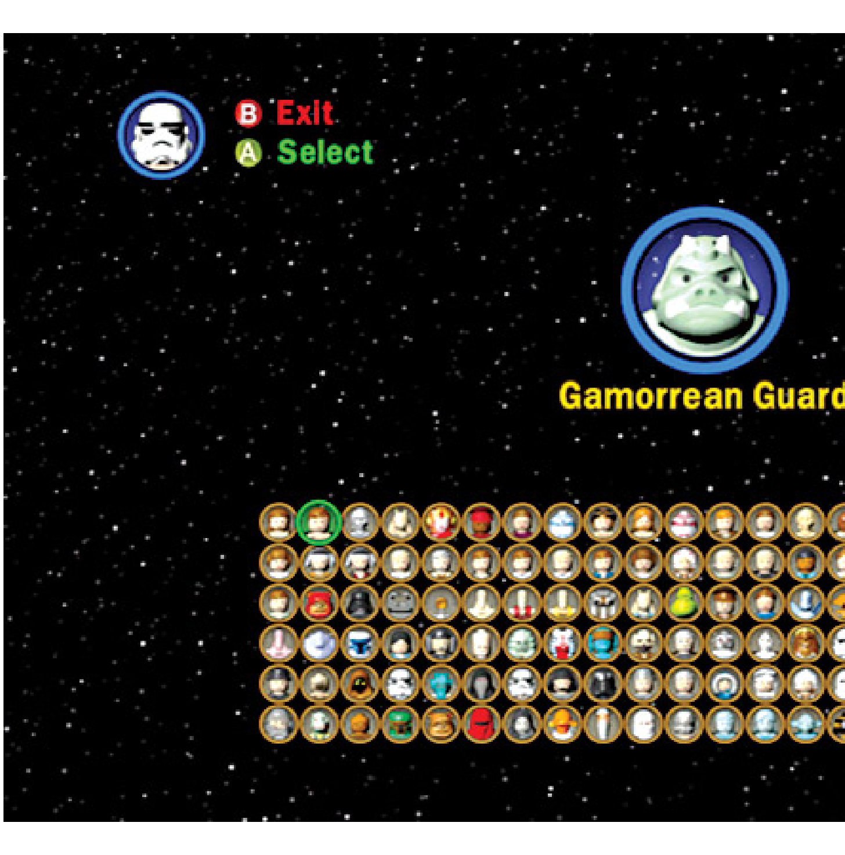
Chancellor Palpatine



This old man likes to keep his mastery of the Force on the down low. Instead, he engages others in the way a politican does: with his cackling voice.

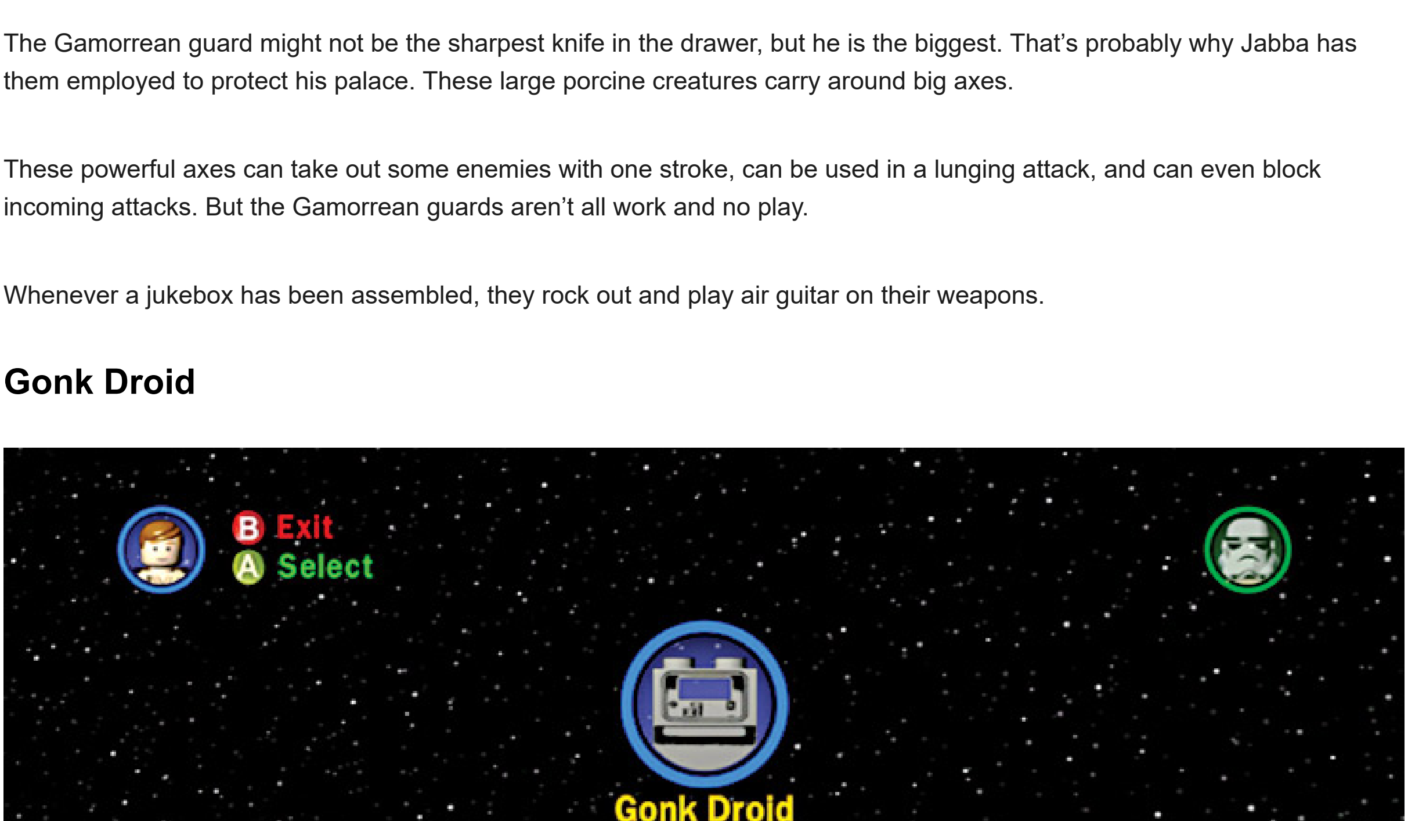
New Character

Dexter Jettster



The large orange Dexter Jettster is a wiz in the kitchen with his four meaty arms—but will he slash and chop his way through the battlefield equally as well?

Gamorrean Guard

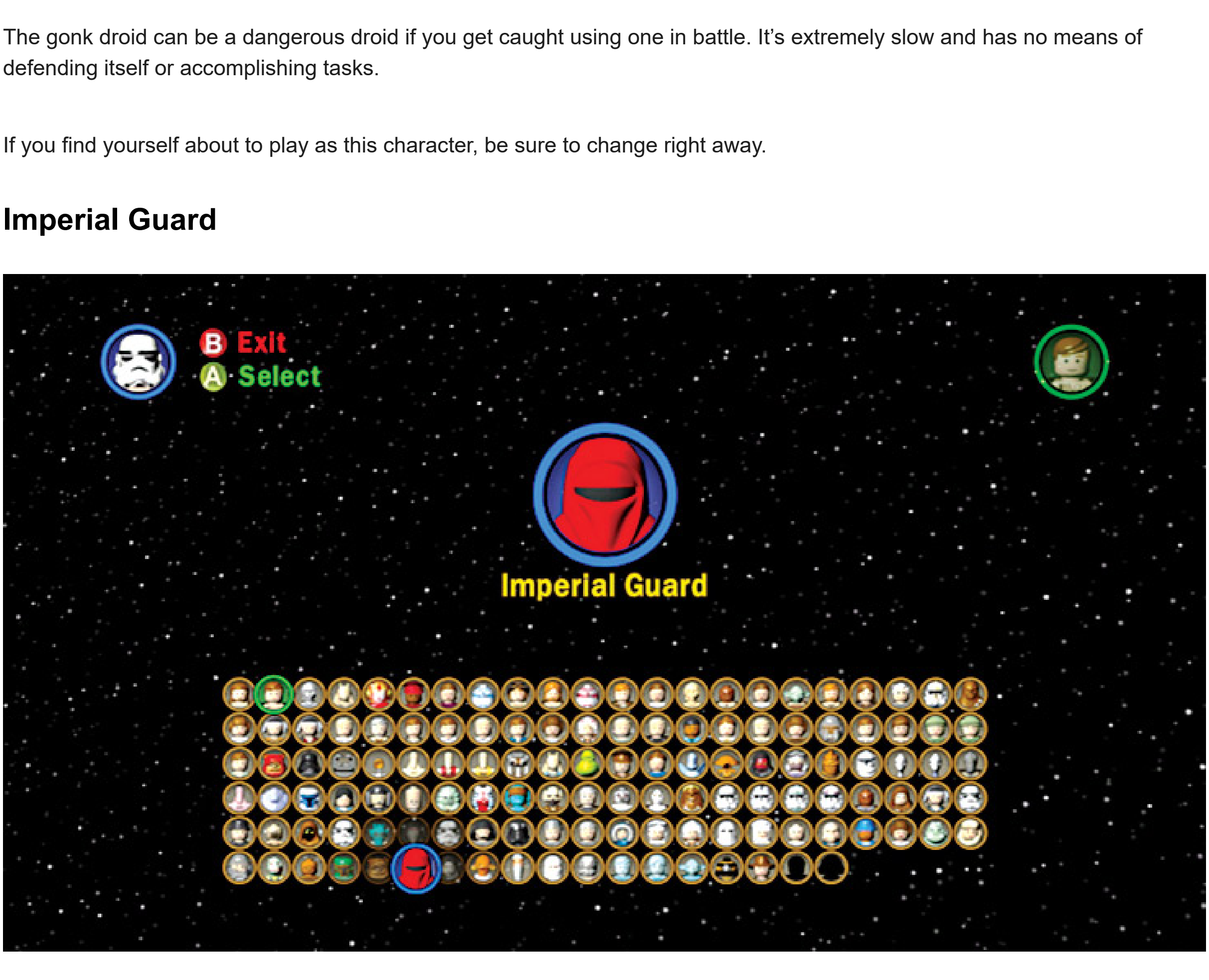


The Gamorrean guard might not be the sharpest knife in the drawer, but he is the biggest. That's probably why Jabba has them employed to protect his palace. These large porcine creatures carry around big axes.

These powerful axes can take out some enemies with one stroke, can be used in a lunging attack, and can even block incoming attacks. But the Gamorrean guards aren't all work and no play.

Whenever a jukebox has been assembled, they rock out and play air guitar on their weapons.

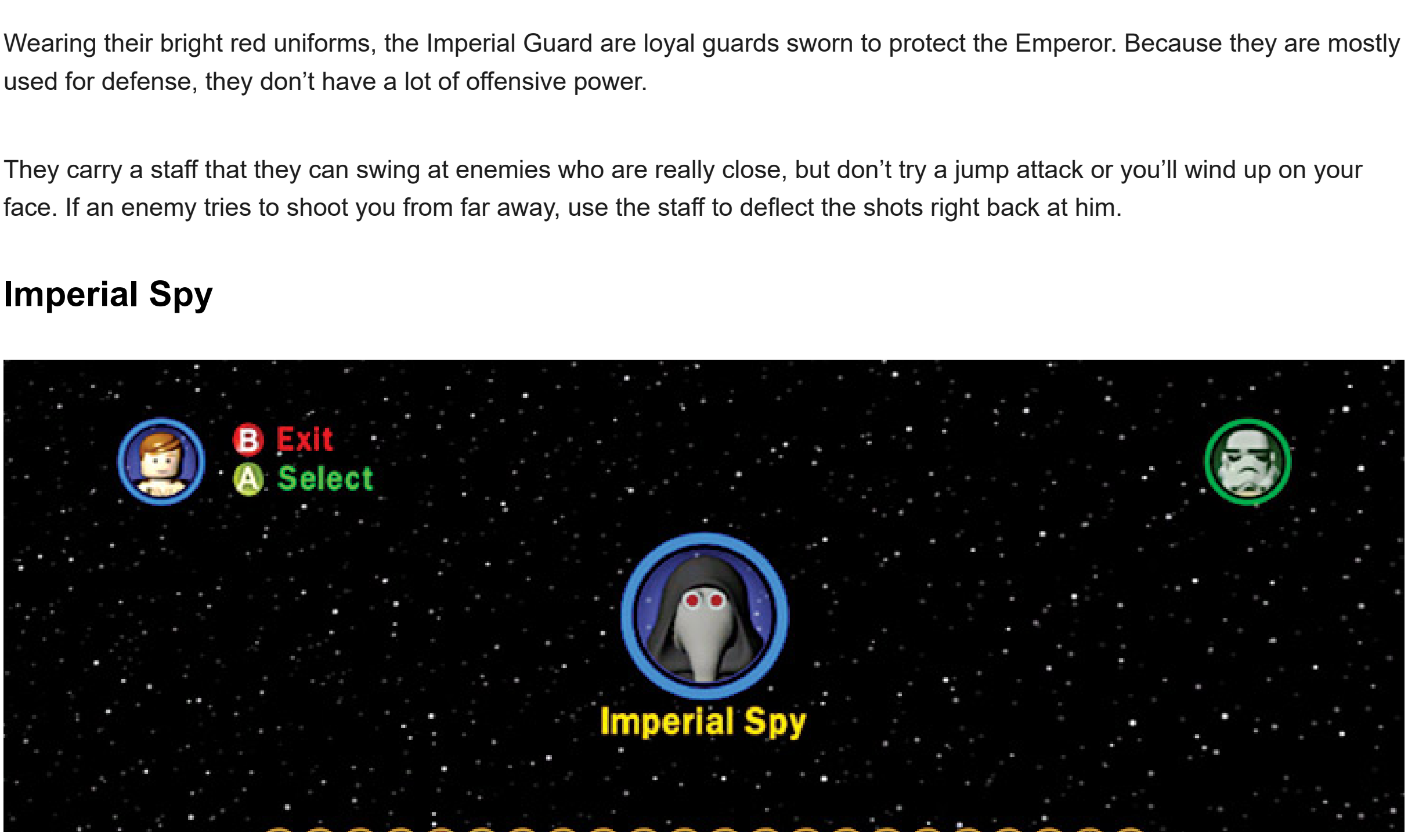
Gonk Droid



The gonk droid can be a dangerous droid if you get caught using one in battle. It's extremely slow and has no means of defending itself or accomplishing tasks.

If you find yourself about to play as this character, be sure to change right away.

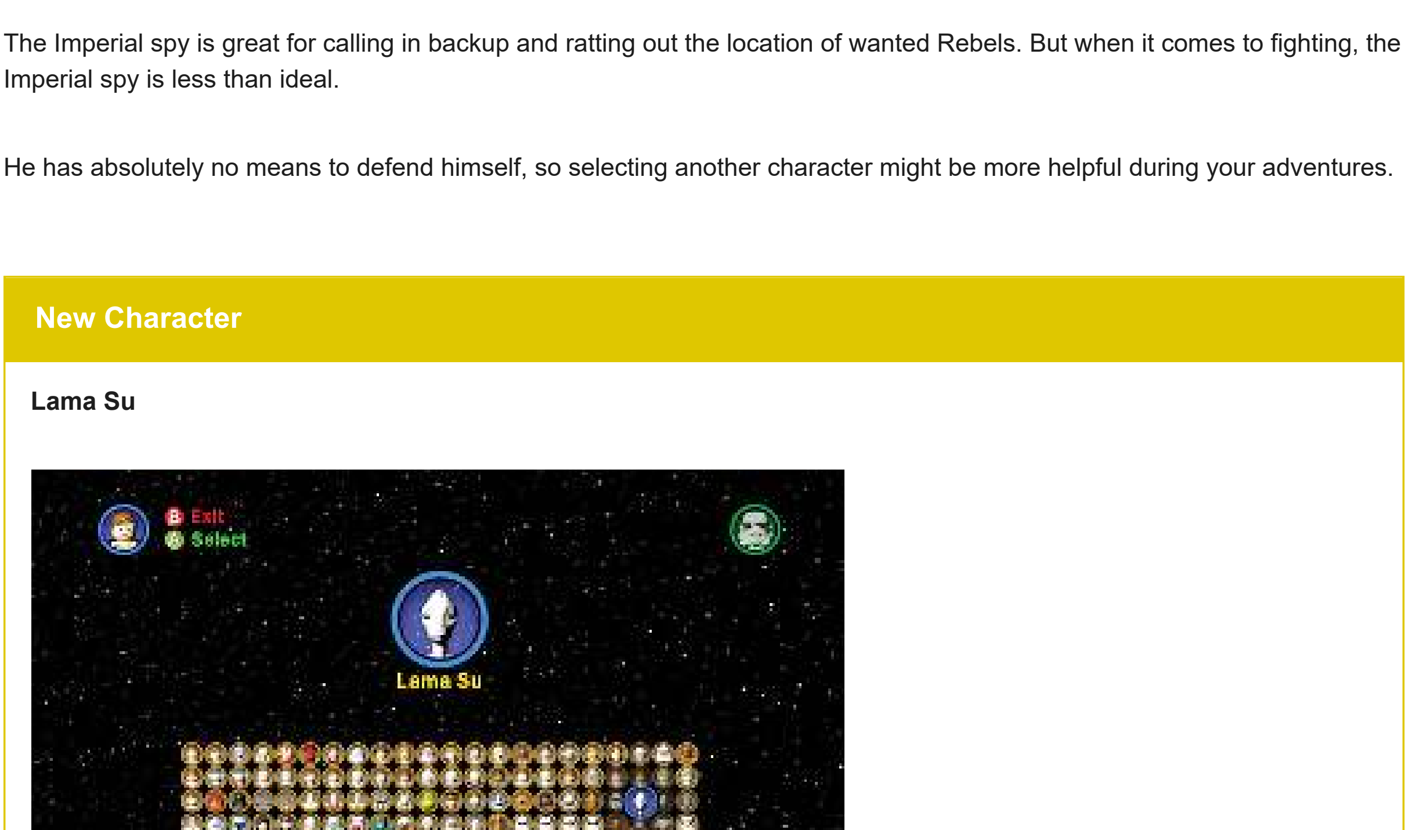
Imperial Guard



Wearing their bright red uniforms, the Imperial Guard are loyal guards sworn to protect the Emperor. Because they are mostly used for defense, they don't have a lot of offensive power.

They carry a staff that they can swing at enemies who are really close, but don't try a jump attack or you'll wind up on your face. If an enemy tries to shoot you from far away, use the staff to deflect the shots right back at him.

Imperial Spy

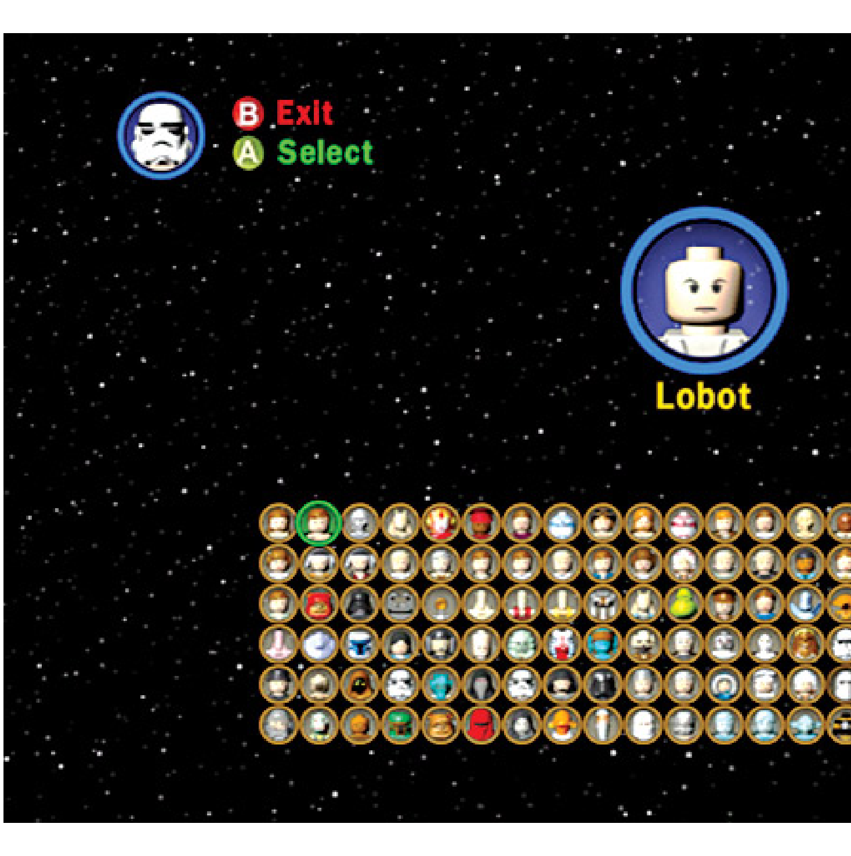


The Imperial spy is great for calling in backup and ratting out the location of wanted Rebels. But when it comes to fighting, the Imperial spy is less than ideal.

He has absolutely no means to defend himself, so selecting another character might be more helpful during your adventures.

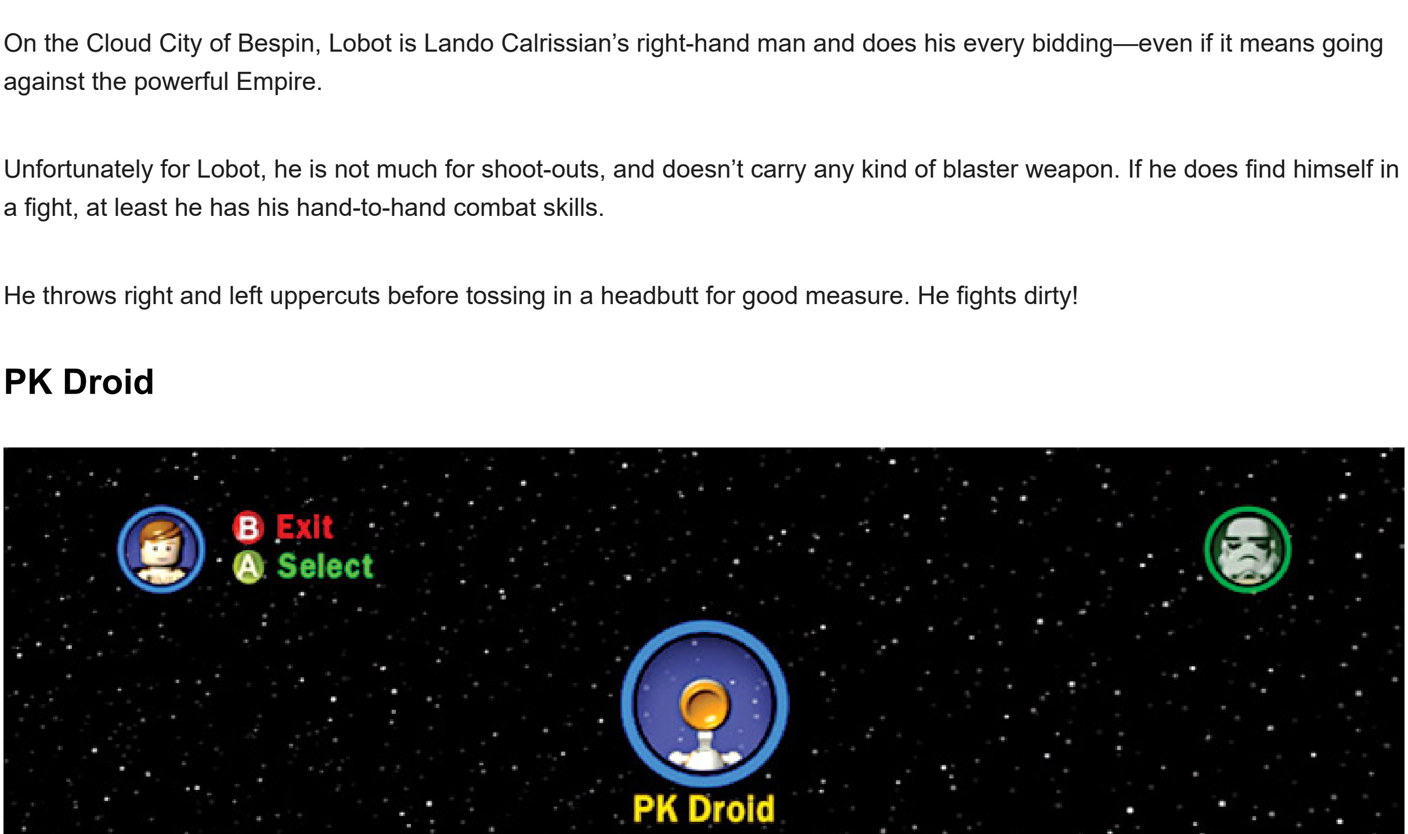
New Character

Lama Su



Lama Su can be an imposing character standing over everyone else. With some mean dance moves, this character can really bust a move while out with everyone else. Shake your thing at some stormtroopers!

Lobot

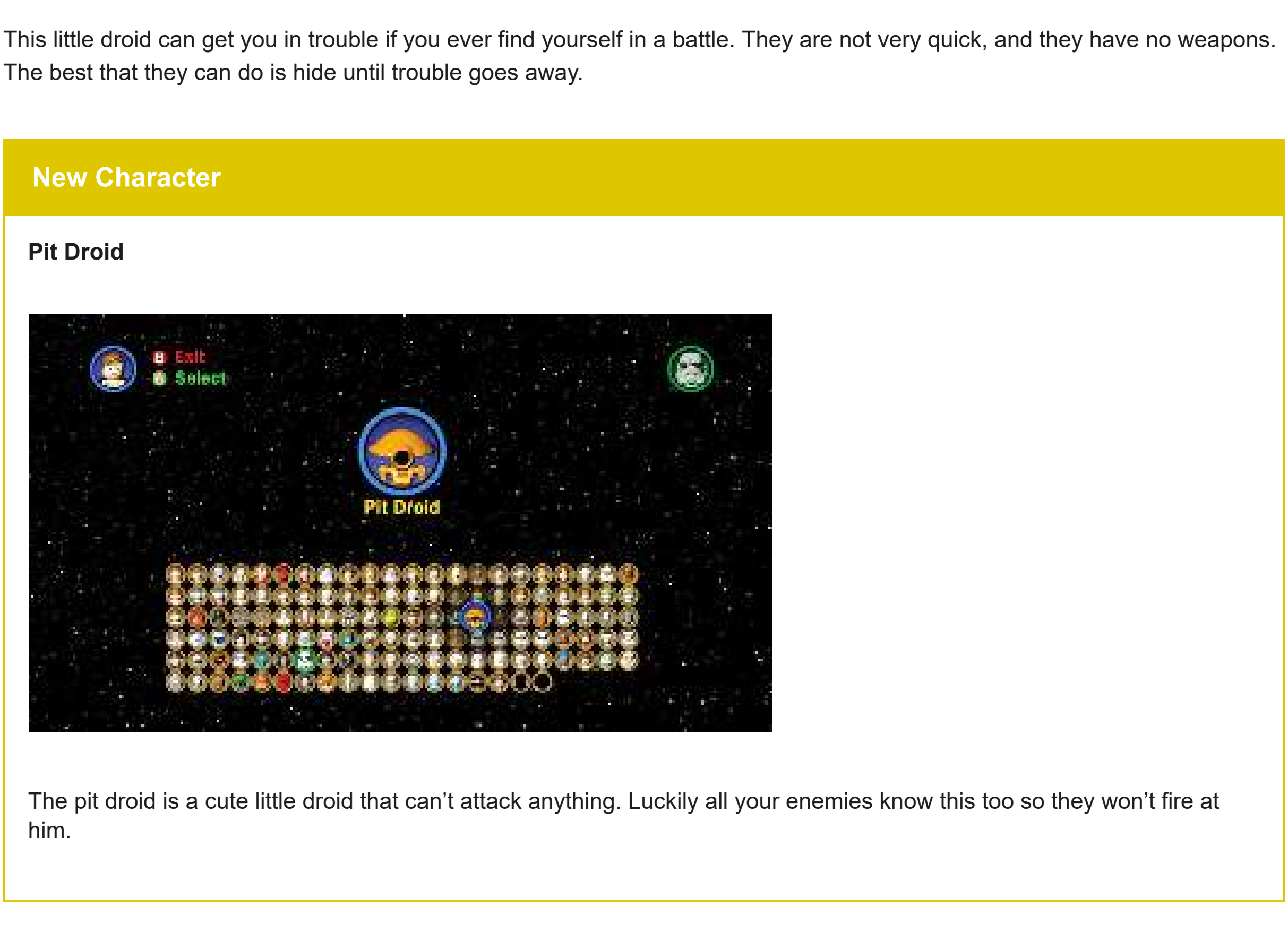


On the Cloud City of Bespin, Lobot is Lando Calrissian's right-hand man and does his every bidding—even if it means going against the powerful Empire.

Unfortunately for Lobot, he is not much for shoot-outs, and doesn't carry any kind of blaster weapon. If he does find himself in a fight, at least he has his hand-to-hand combat skills.

He throws right and left uppercuts before tossing in a headbutt for good measure. He fights dirty!

PK Droid



This little droid can get you in trouble if you ever find yourself in a battle. They are not very quick, and they have no weapons. The best that they can do is hide until trouble goes away.

New Character

Pit Droid

B Exit
A Select
Pit Droid

The pit droid is a cute little droid that can't attack anything. Luckily all your enemies know this too so they won't fire at him.

New Character

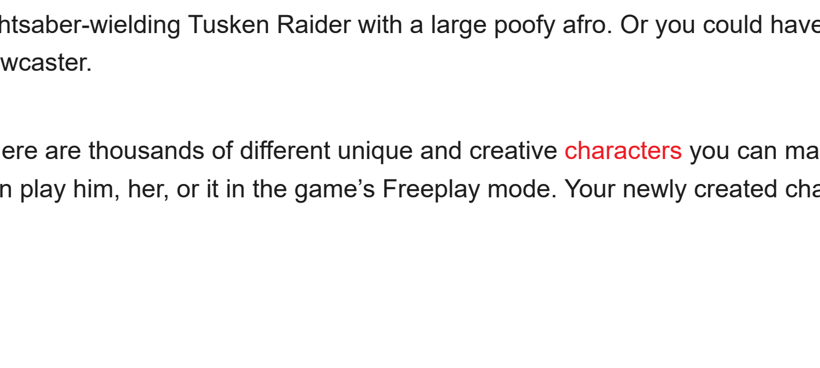
Taun We

B Exit
A Select
Taun We

The very tall Taun We can really shake her love…his love…its love, out on the dance floor.

Super Secret Character

Indiana Jones

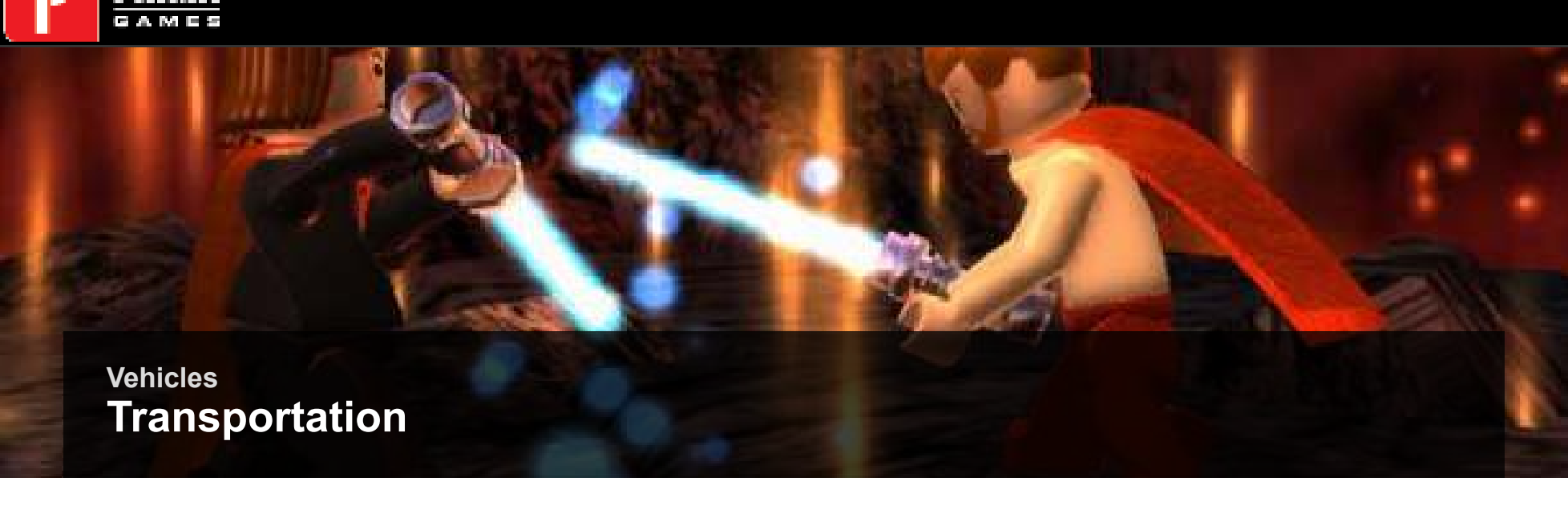


Probably out looking for lost relics, this mystery character is a force to be reckoned with. He can take on anybody with his pistol for long-range attacks and his trusty whip for those foolish enough to get too close.

Create Your Own Character

The last two spots in the characters selection screen are reserved for two characters that you create. You could have a lightsaber-wielding Tusken Raider with a large poofy afro. Or you could have a skeleton-faced Queen Amidala, sporting a bowcaster.

There are thousands of different unique and creative characters you can make. Whatever character you wish to create, you can play him, her, or it in the game's Freeplay mode. Your newly created character even gets a buff at 100% completion.



Vehicles

Transportation

During your adventures through the *LEGO Star Wars* universe, you're going to need transportation.

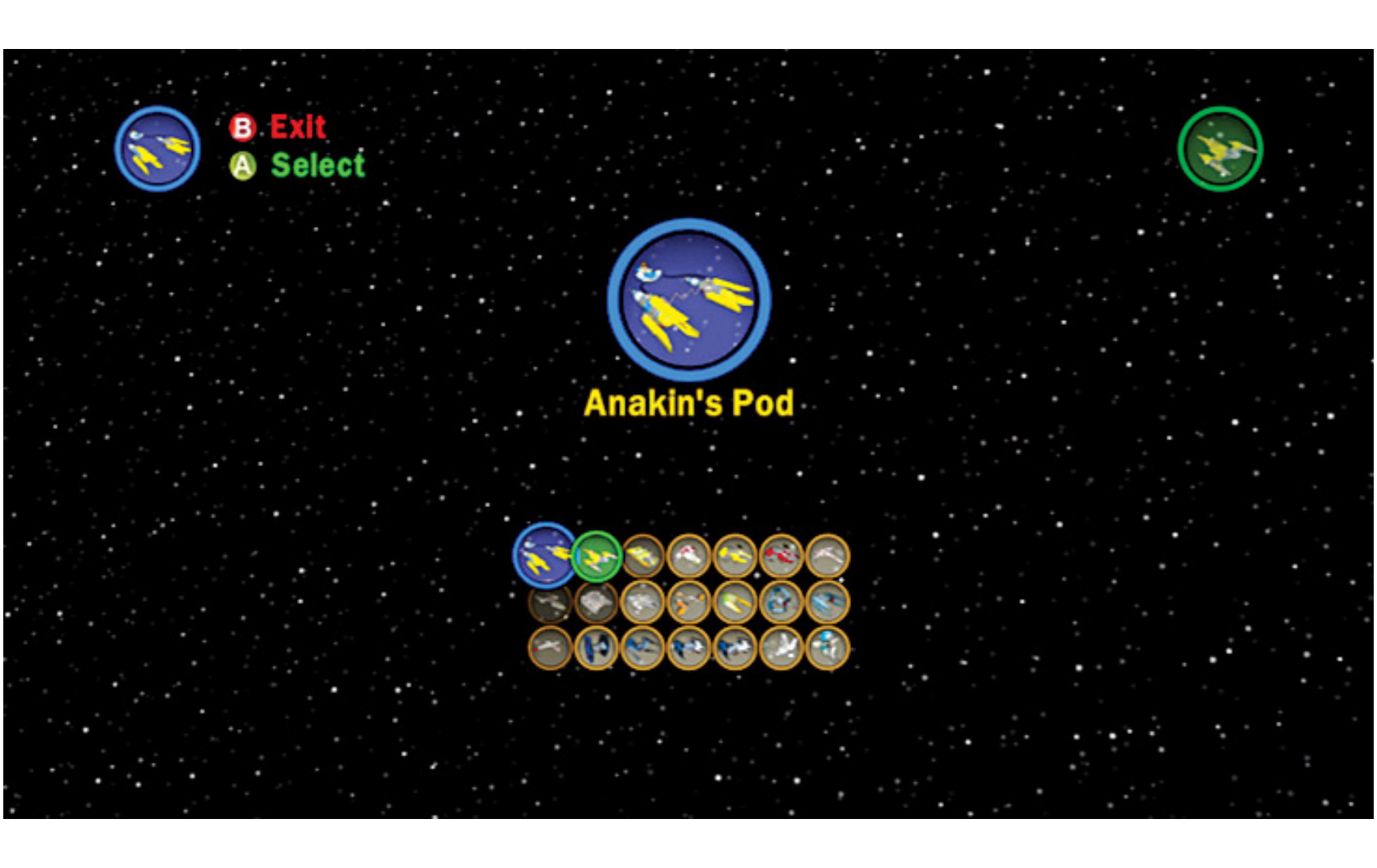
Luckily there is plenty to go around, whether you need to fly around in space to attack the Death Star, race along the desert sands of Tatooine, or speed across the snow in a snowspeeder.

There are many kinds of transportation, so you can always find a vehicle that fits your needs.

These are the vehicles you can play during the main chapters of the game, such as *Rebel Attack, Mos Espa Podracer Race* , and *Hoth Battle* .

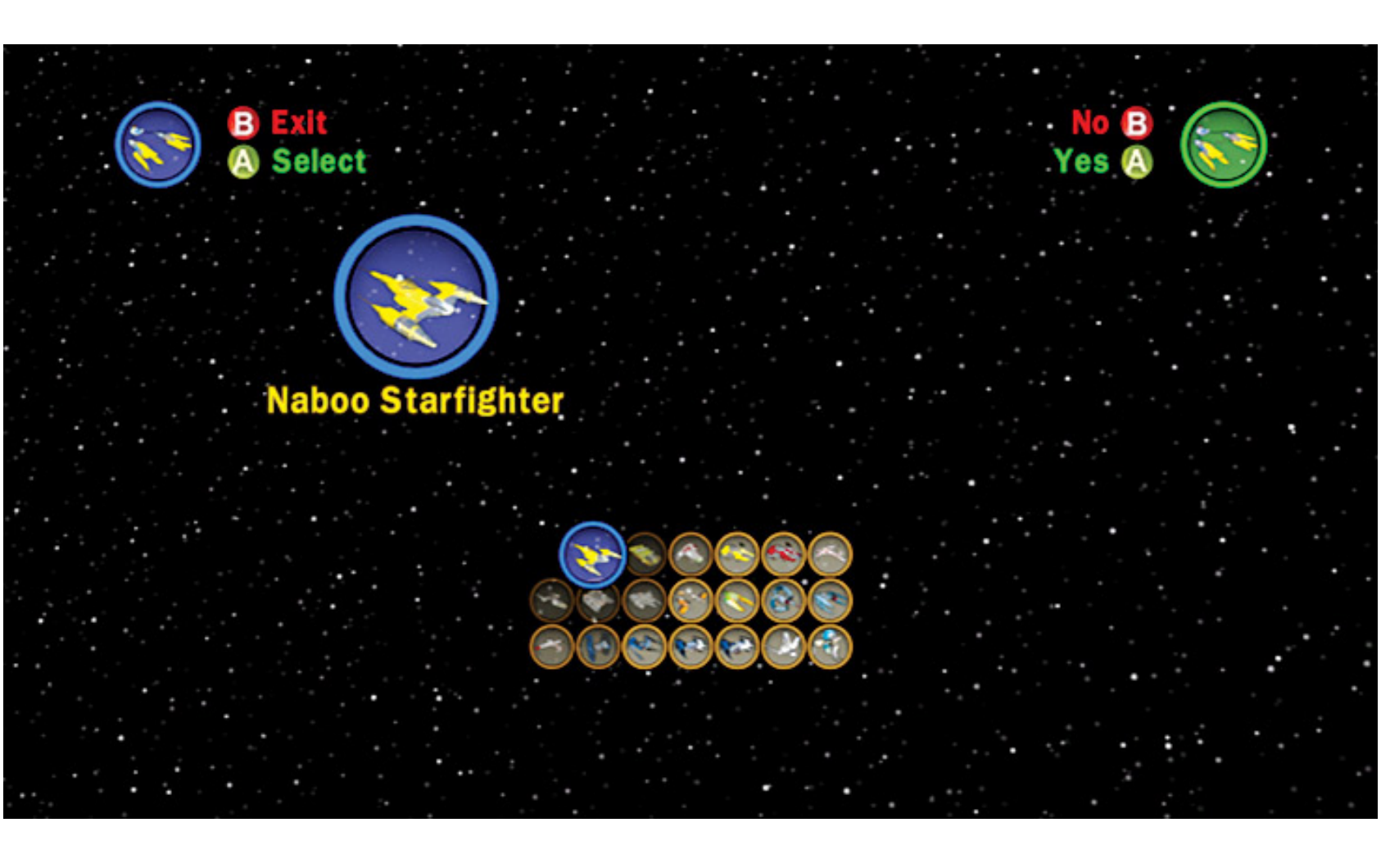
Spacecraft and Speeders

Anakin's Podracer


B Exit
A Select
Anakin's Pod

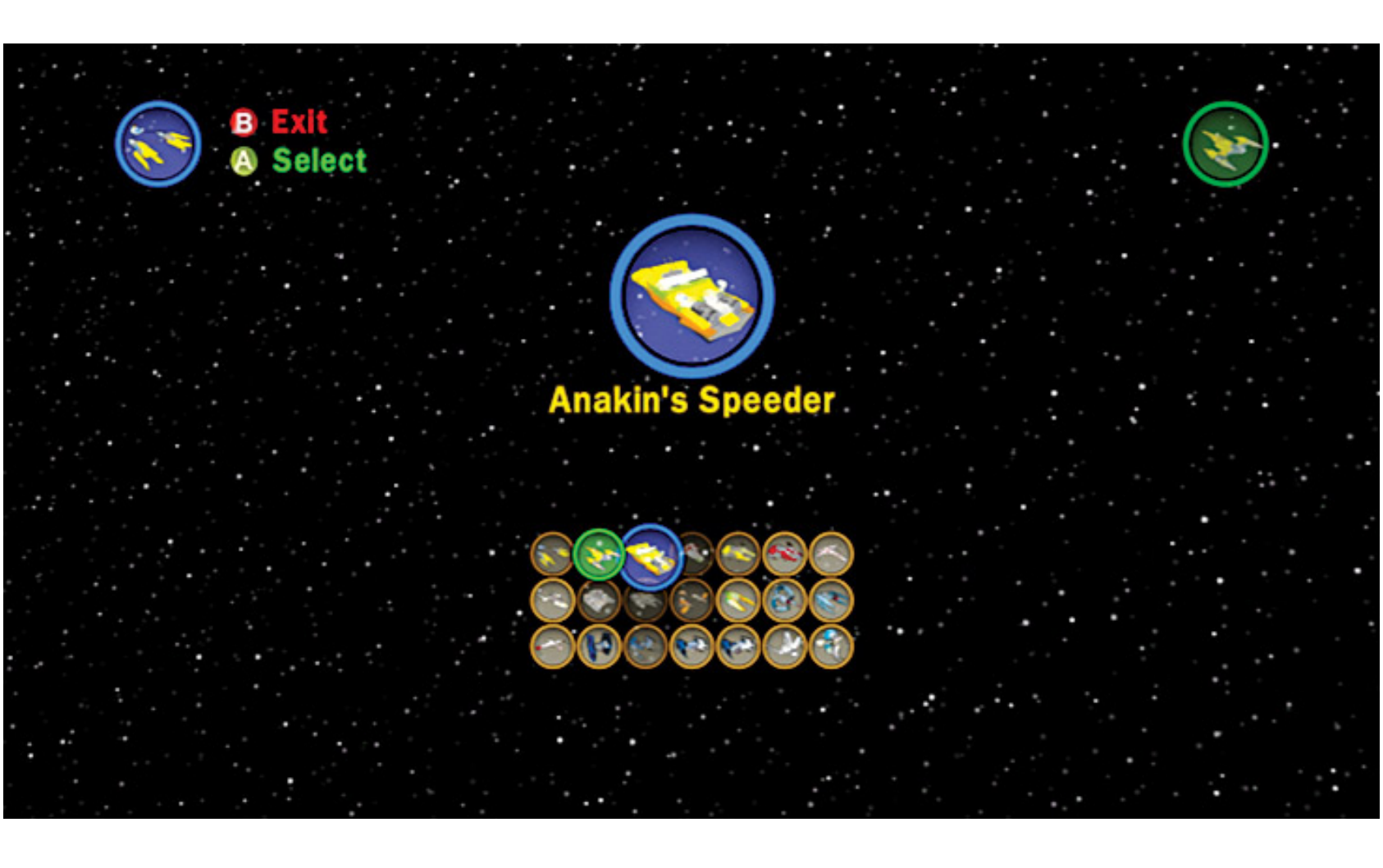
Anakin's podracer is perfect for racing around the deserts of Tatooine, but without any firing ability, this little vehicle will be out of luck out in a space battle.

Naboo Starfighter


B Exit
A Select
No B
Yes A
Naboo Starfighter

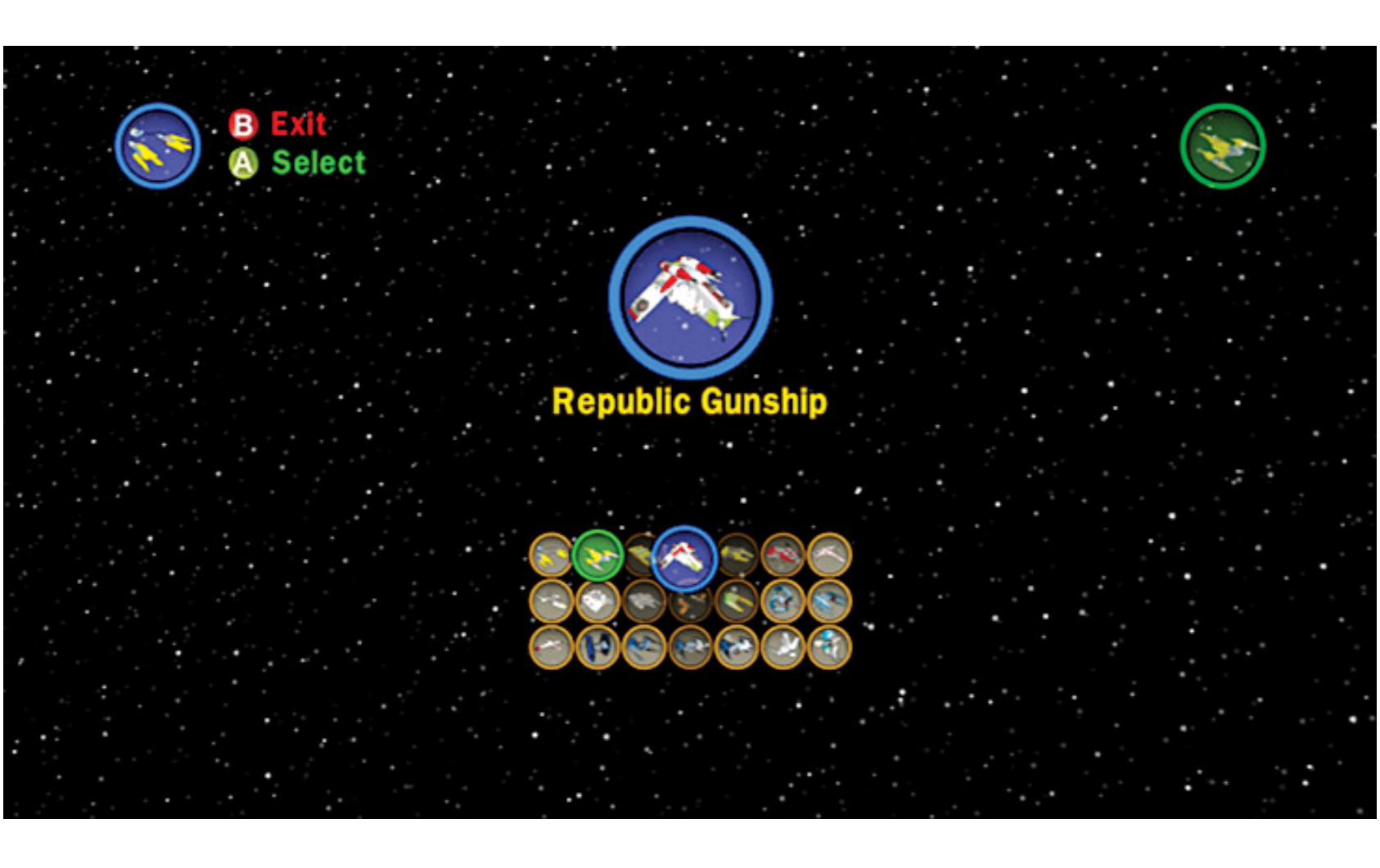
Designed to protect the beautiful planet of Naboo, the Naboo starfighter is perfect to take on any enemy starship. It has enough speed and enough firepower to get the job done.

Anakin's Speeder


B Exit
A Select
Anakin's Speeder

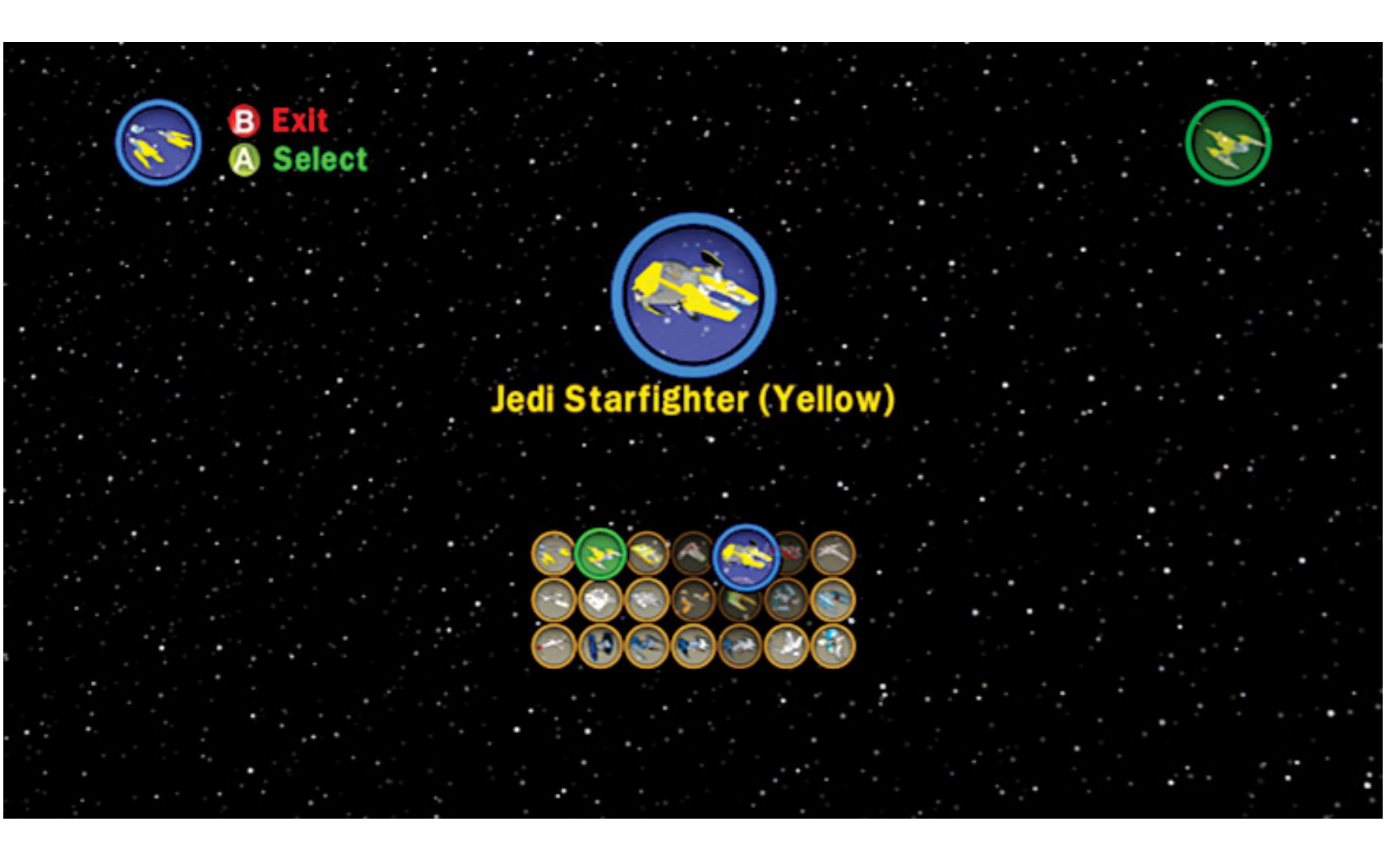
Anakin's speeder is a small craft used to hover through the crowded streets of Coruscant. And armed with some blasters, it is just right to take out fleeing bounty hunters or those rude jawas that cut you off!

Republic Gunship


B Exit
A Select
Republic Gunship

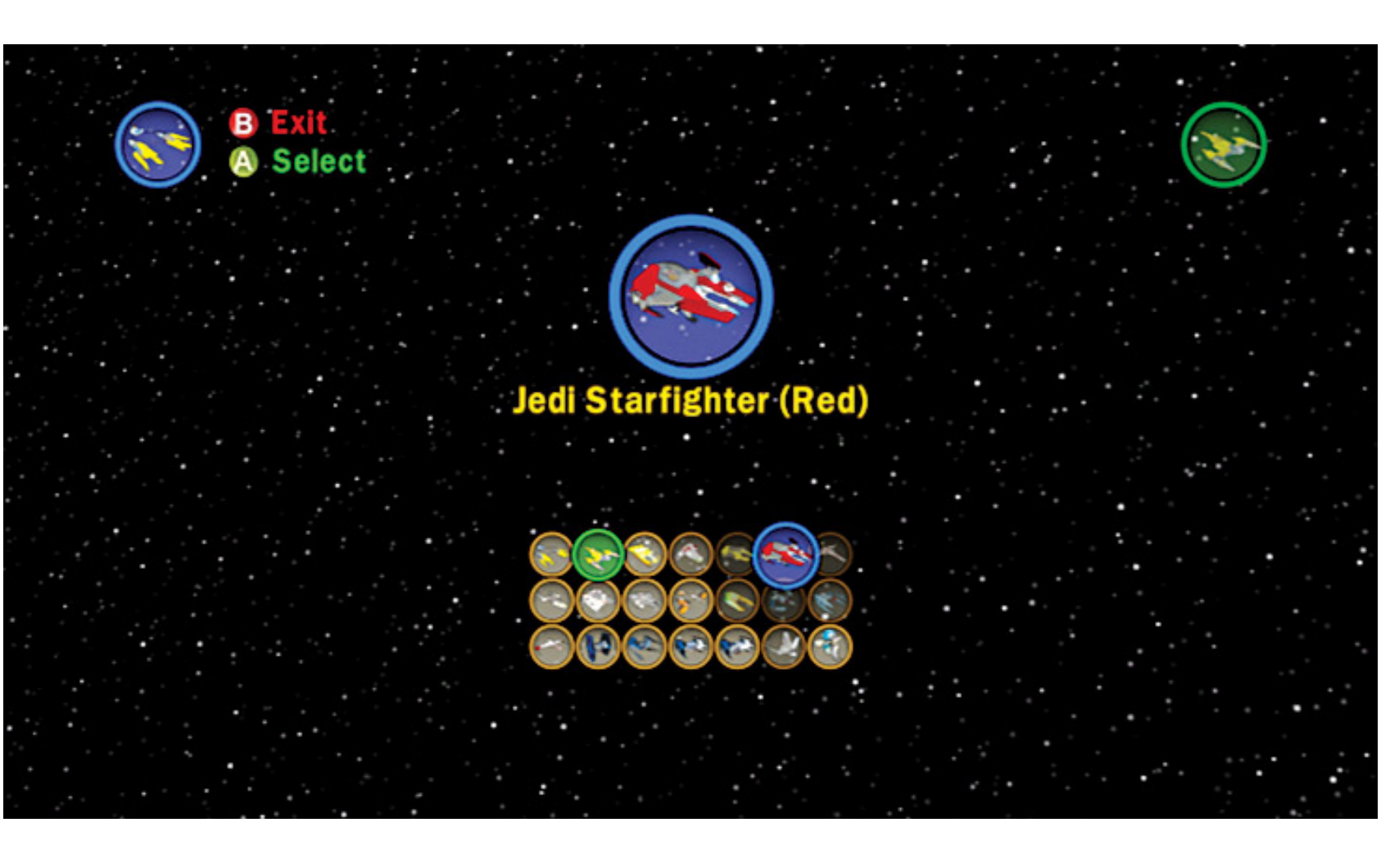
The large lumbering Republic gunship is designed to travel across the land and devastate any enemies foolish enough to get in the way. Its large frame makes it easier to hit, so take out your enemies before they get a bead on you.

Jedi Starfighter (Yellow)


B Exit
A Select
Jedi Starfighter (Yellow)

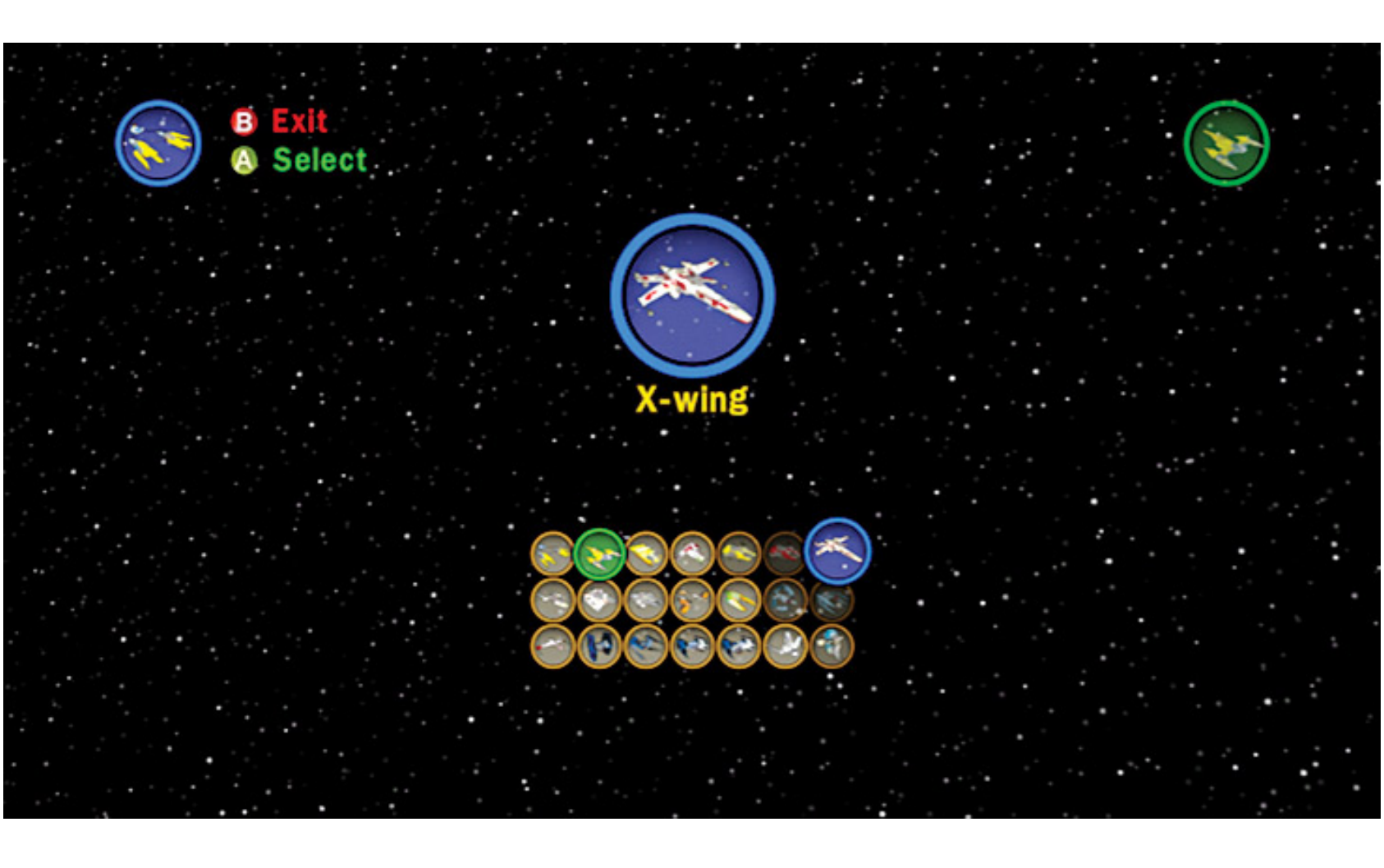
The Jedi starfighter (yellow) is perfect for that busy Jedi on the go. The small, quick craft will get you to your destination, and the single fire blaster has just enough force to take out anyone foolish enough to get in your way.

Jedi Starfighter (Red)


B Exit
A Select
Jedi Starfighter (Red)

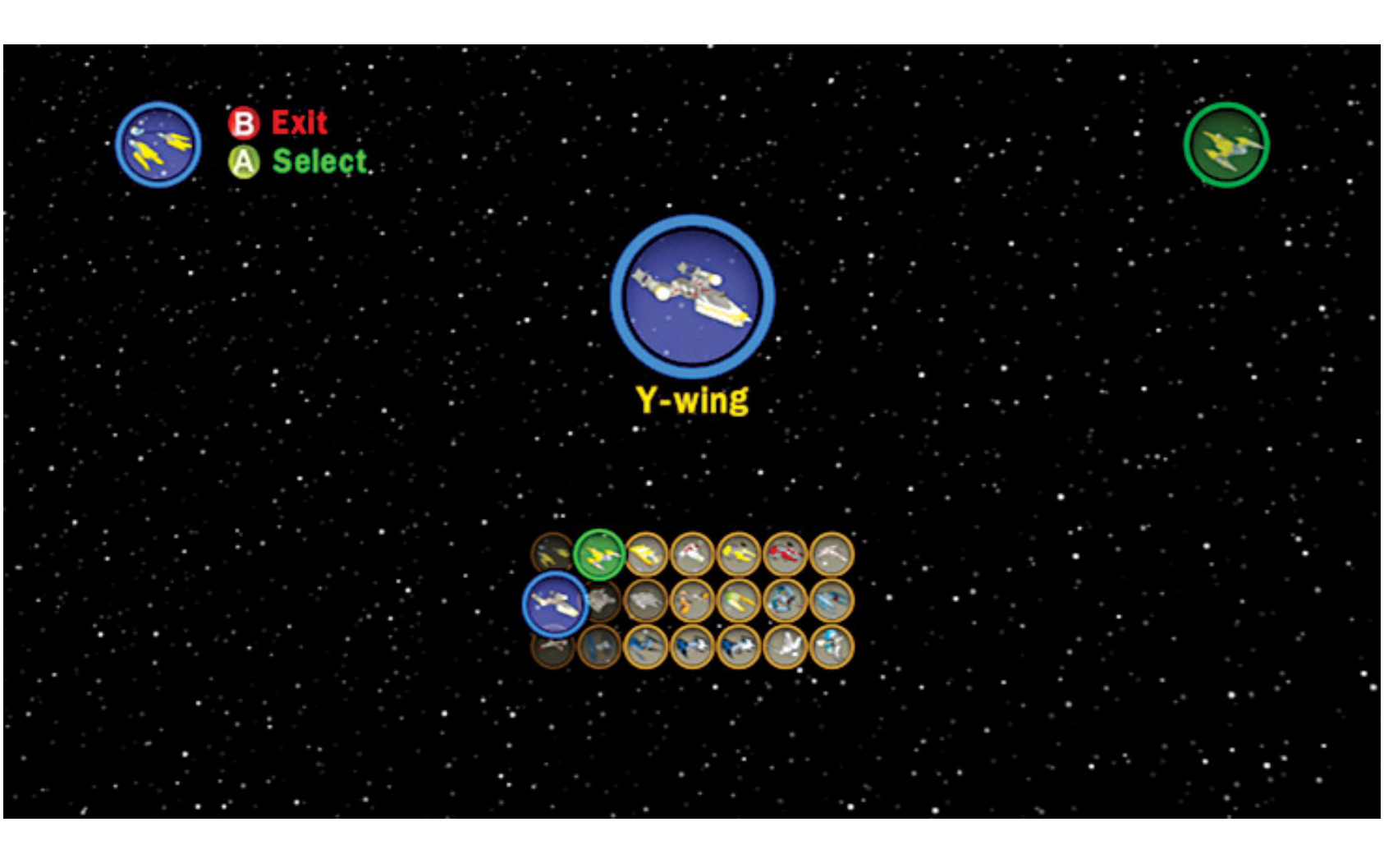
The Jedi starfighter (red) has all the benefits and drawbacks as the Jedi starfighter (yellow). Small and quick, it has the firepower to take on any opponent.

X-Wing


B Exit
A Select
X-wing

An important craft in the Rebel Alliance's fleet, the X-wing has proven itself effective in battle. It has plenty of speed and firepower to take on almost any challenge.

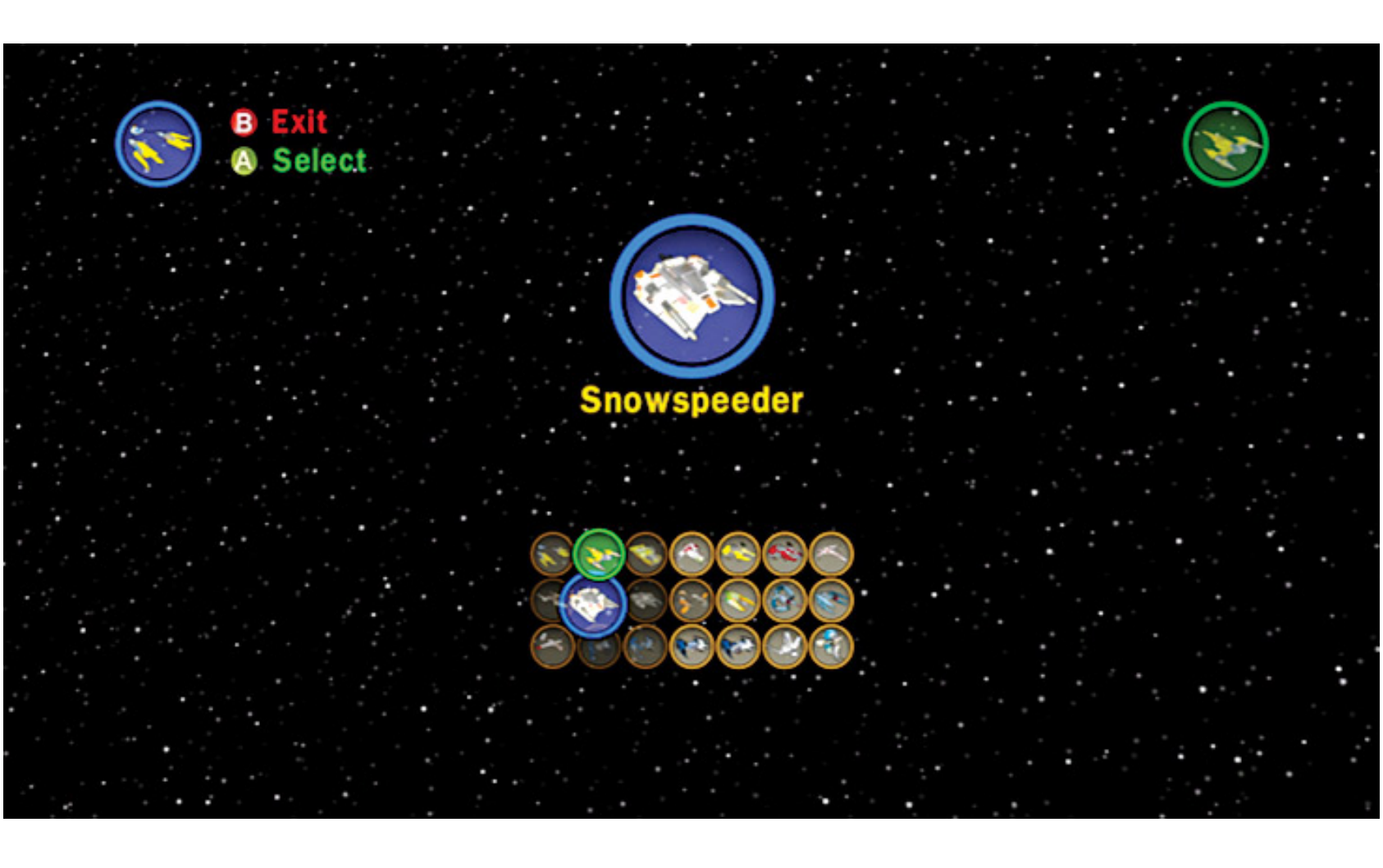
Y-Wing


B Exit
A Select
Y-wing

The Y-wing can almost always be seen entering space battles with the X-wing. The Y-wing is a little more bulky and a little slower than other craft, but it can still get the job done.

But if you can, choose another ship that will fly a little smoother than this one. This vehicle also has the special ability to carry extra torpedoes.

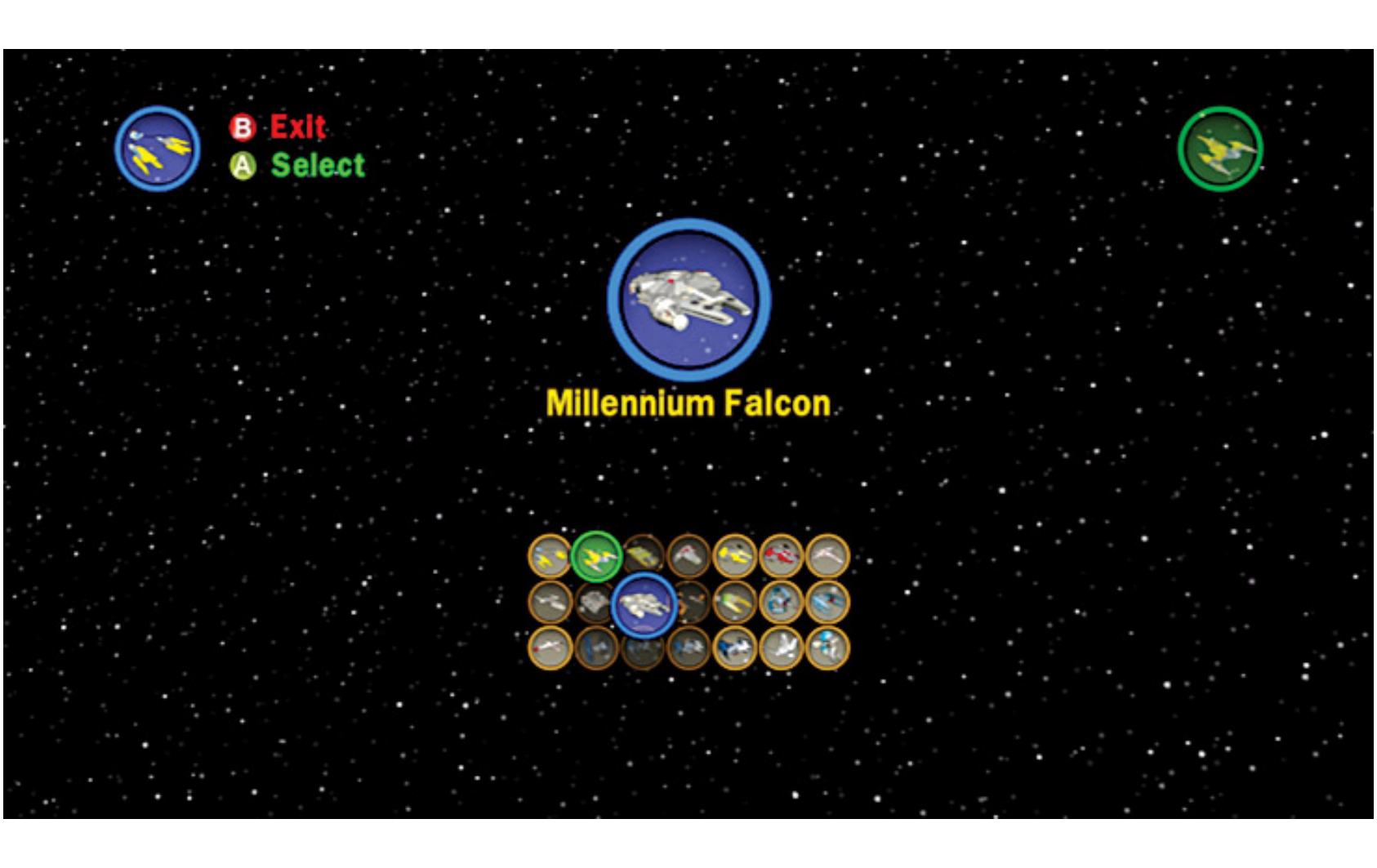
Snowspeeder


B Exit
A Select
Snowspeeder

The snowspeeder is excellent for maneuvering around the icy planet of Hoth. It is small and quick, making it a hard target for enemy fighters. But what makes the snowspeeder invaluable is its tow cable.

Use this cable to wrap up enemy AT-AT walkers and pick up rolling bombs to smash into things.

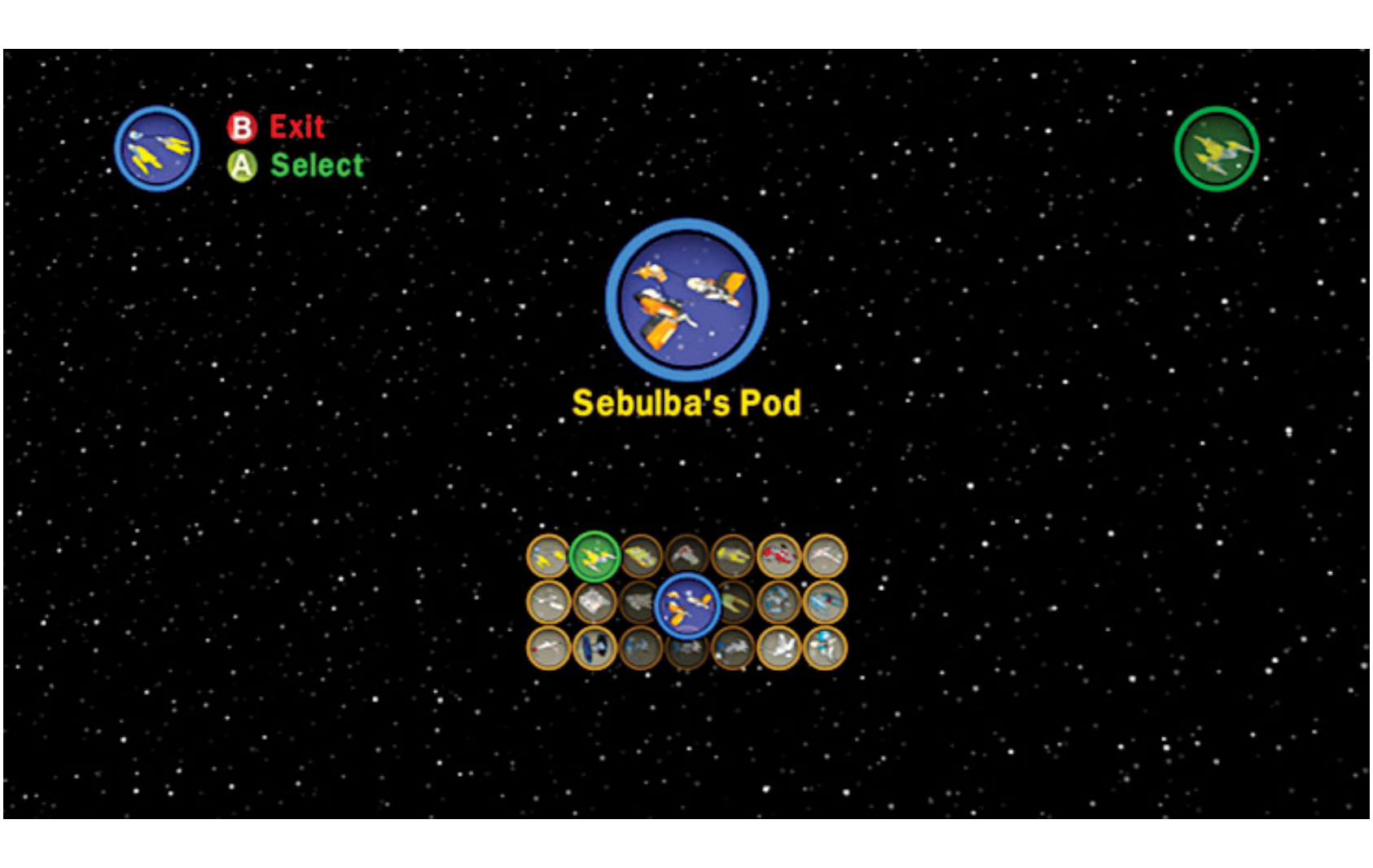
Millennium Falcon


B Exit
A Select
Millennium Falcon

Han Solo's famed spaceship is known throughout the galaxy for its speed. It's a large craft, making it an easier target, but it has excellent offensive capabilities.

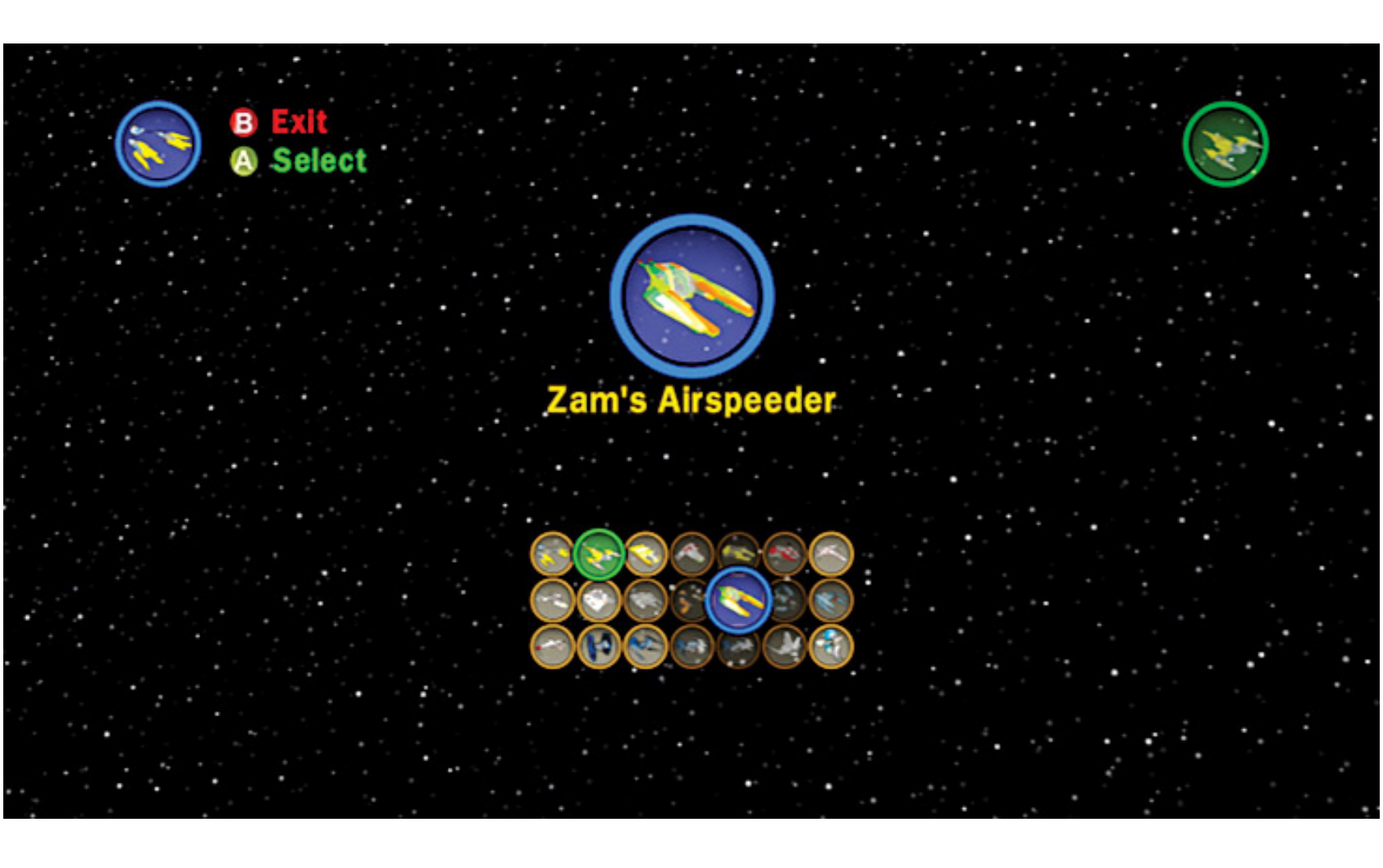
When firing, the Falcon can hit things in front, to the side, and even behind it. When you're playing this ship, no enemy ship is safe.

Sebulba's Podracer


B Exit
A Select
Sebulba's Pod

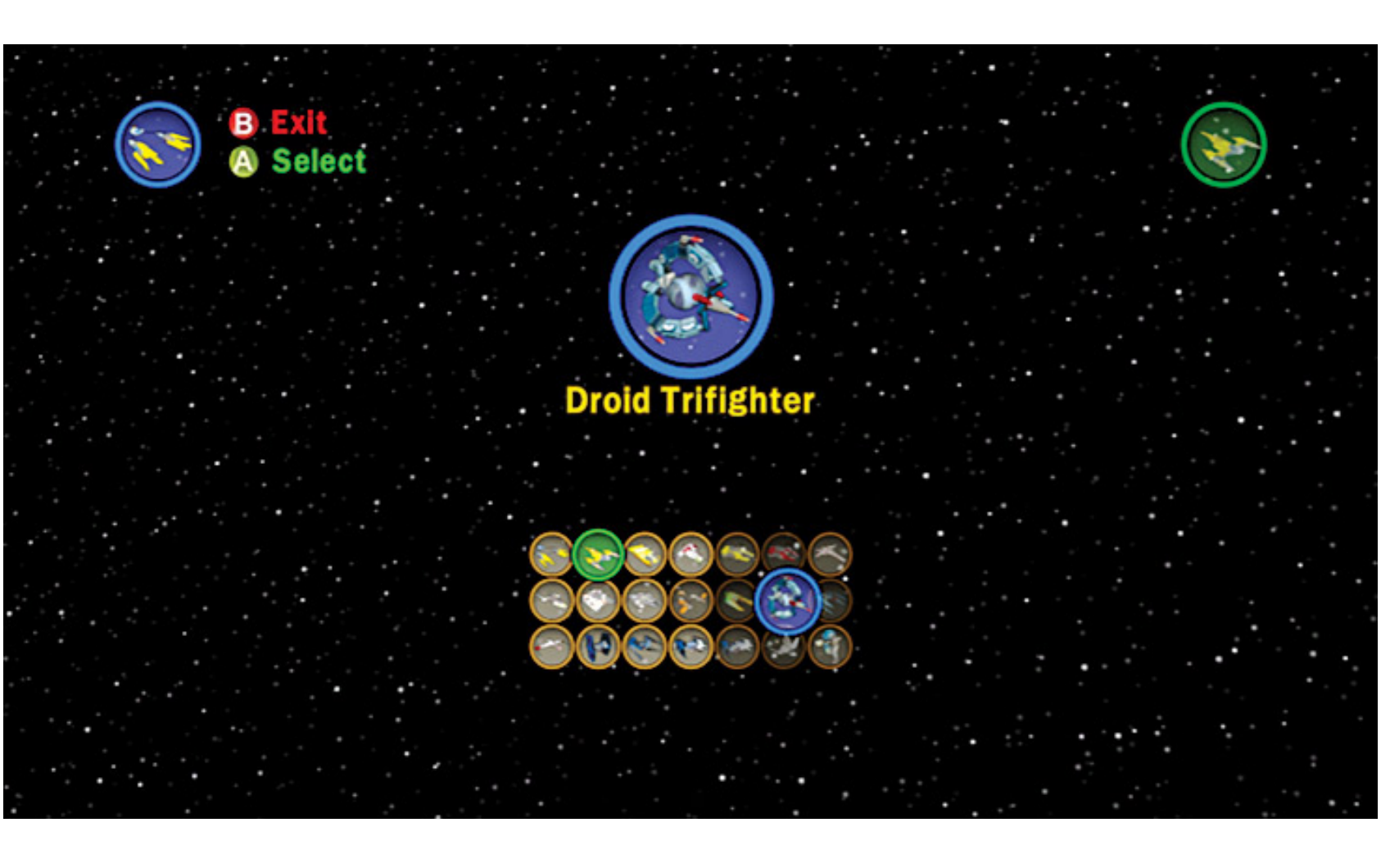
Anakin's podracer isn't the only one racing around the dusty trails of Tatooine. Sebulba has his own vehicle to race around town. Like all the other racing podracers, Sebulba's podracer is not equipped with any weapons, so use it only for racing purposes.

Zam's Airspeeder


B Exit
A Select
Zam's Airspeeder

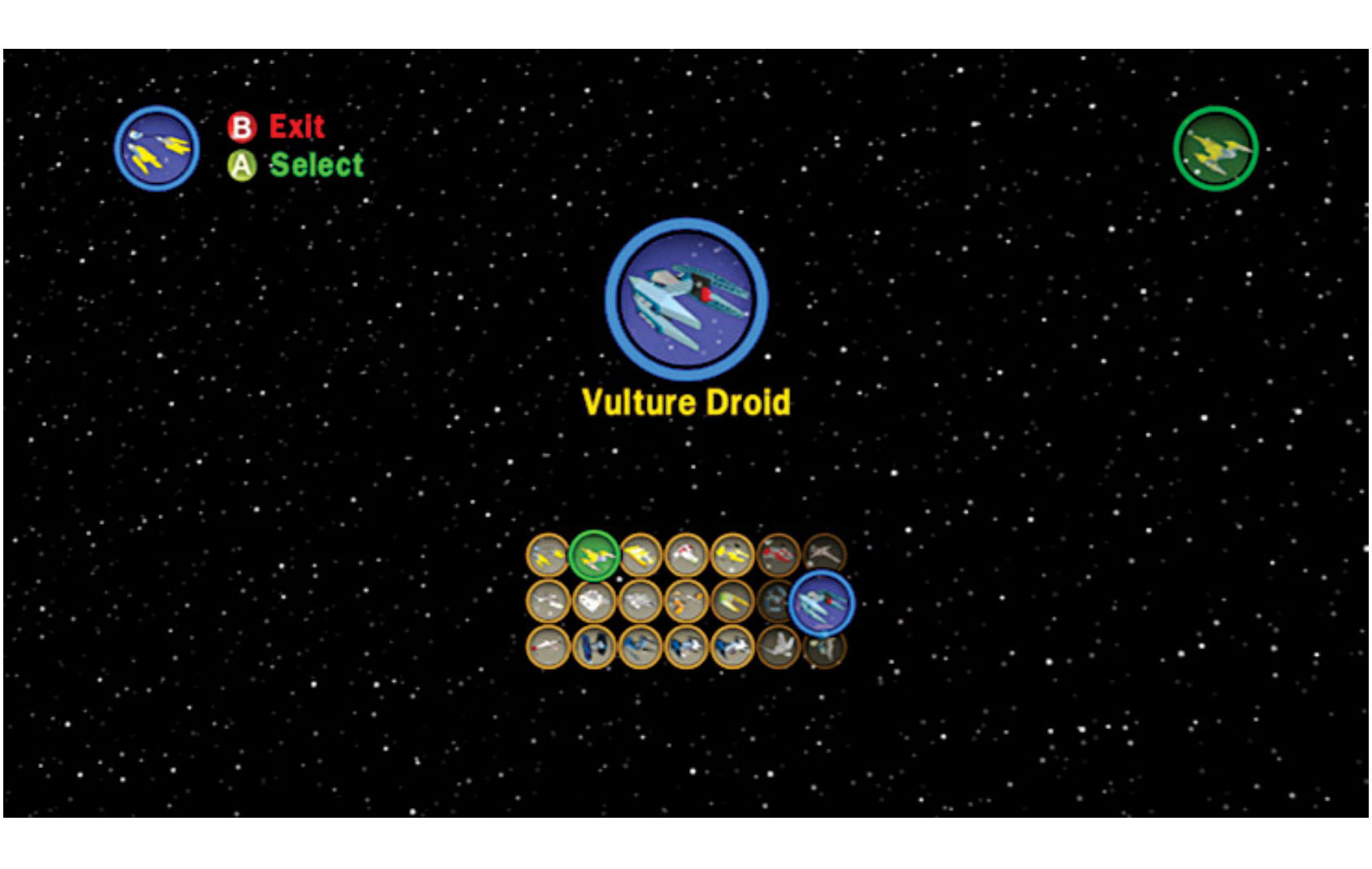
Zam's airspeeder is a perfect vehicle for the bounty hunter on the go. Find your target, collect bounty, and then hit the road and try to escape alive. Zam's Airspeeder is small and quick and has enough firepower to get out of any sticky situation.

Droid Trifighter


B Exit
A Select
Droid Trifighter

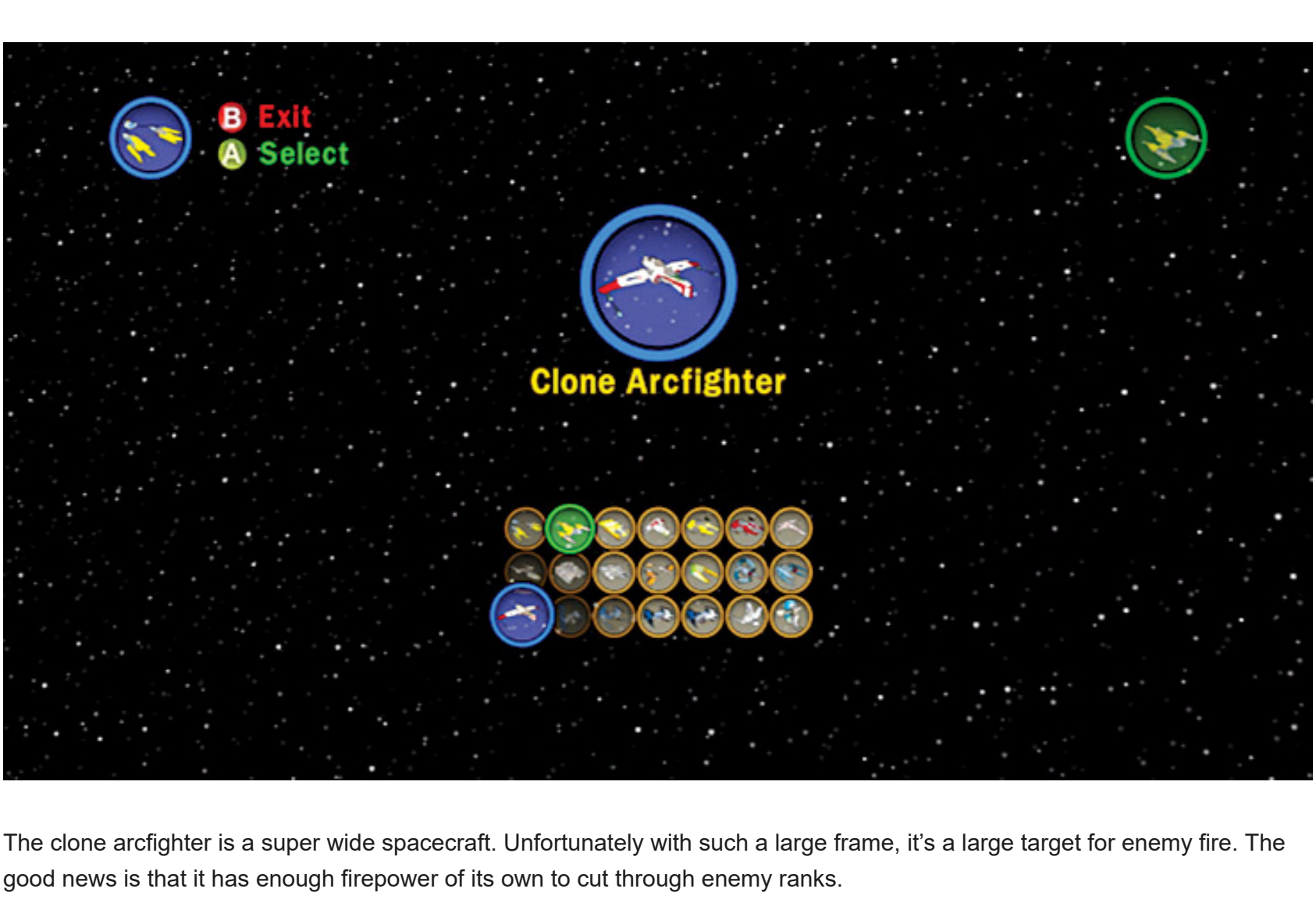
The droid trifighter is perfect for any battle. It is equipped with three laser blasters designed to deliver a devastating attack. It also has enough speed to engage any foe.

Vulture Droid


B Exit
A Select
Vulture Droid

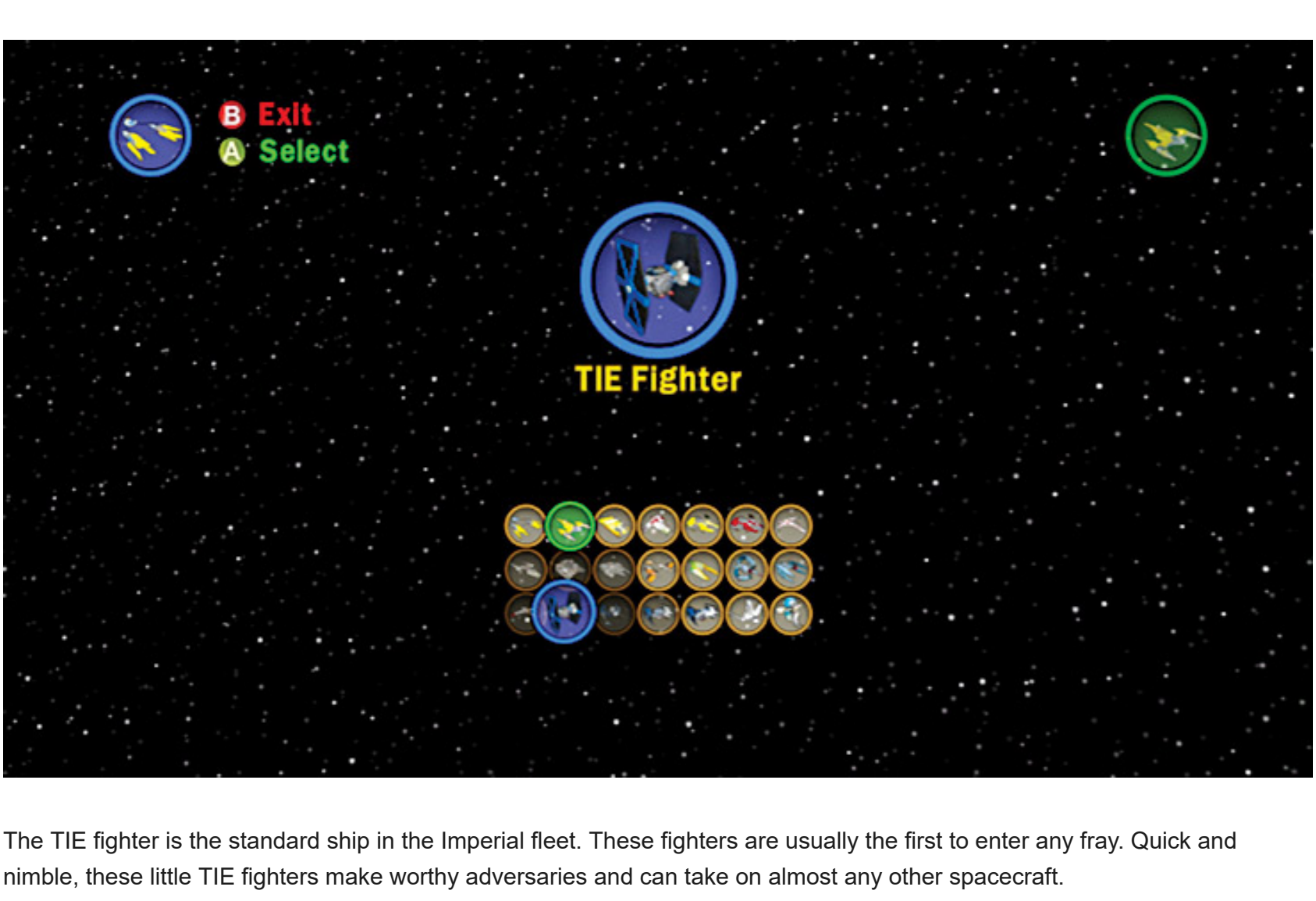
The vulture droid is a small, quick ship that is perfect for those close quarters. Its small size makes it harder to hit, while its powerful laser blasts cut down enemies.

Clone Arcfighter


B Exit
A Select
Clone Arcfighter

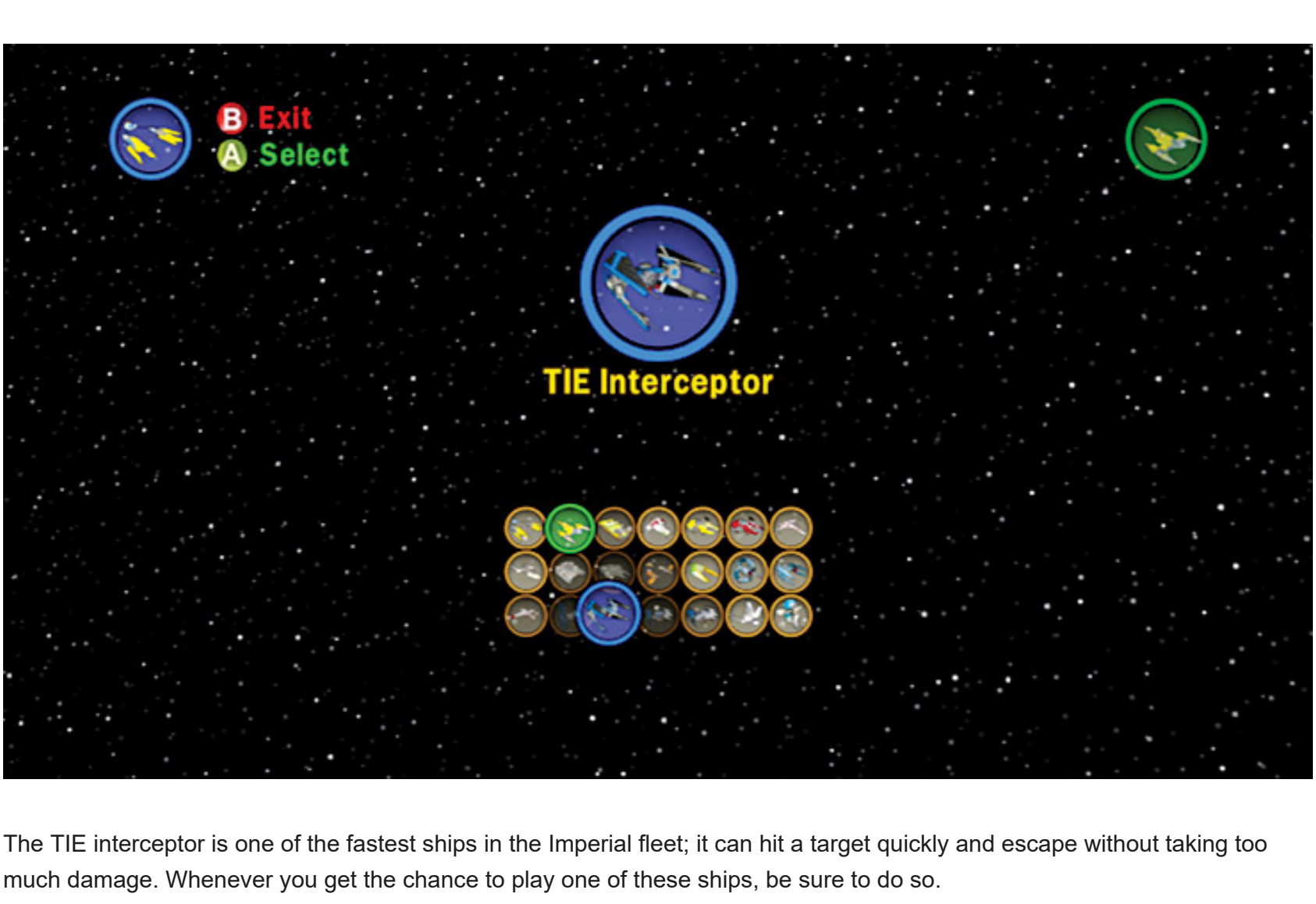
The clone arcfighter is a super wide spacecraft. Unfortunately with such a large frame, it's a large target for enemy fire. The good news is that it has enough firepower of its own to cut through enemy ranks.

TIE Fighter


B Exit
A Select
TIE Fighter

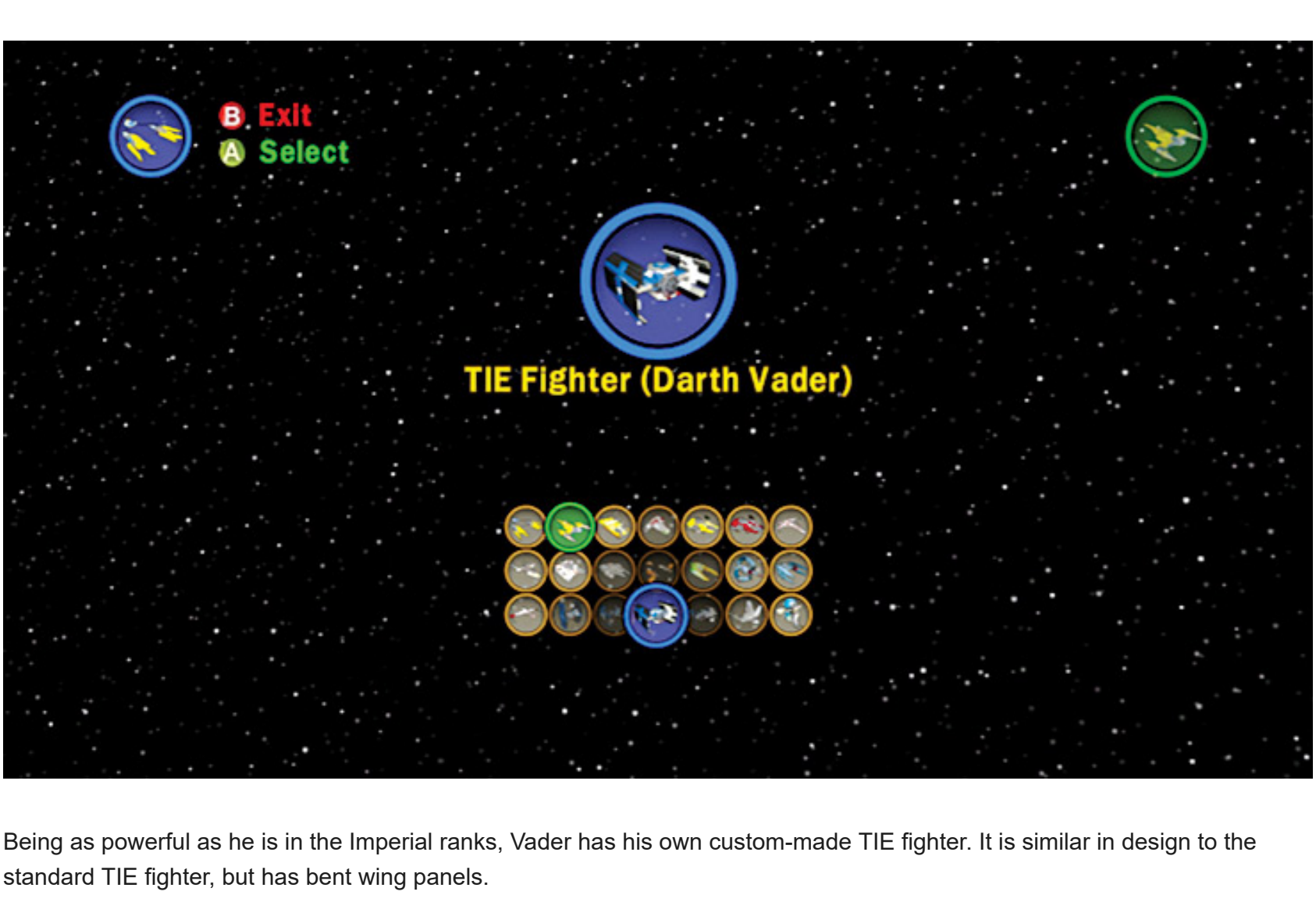
The TIE fighter is the standard ship in the Imperial fleet. These fighters are usually the first to enter any fray. Quick and nimble, these little TIE fighters make worthy adversaries and can take on almost any other spacecraft.

TIE Interceptor


B Exit
A Select
TIE Interceptor

The TIE interceptor is one of the fastest ships in the Imperial fleet; it can hit a target quickly and escape without taking too much damage. Whenever you get the chance to play one of these ships, be sure to do so.

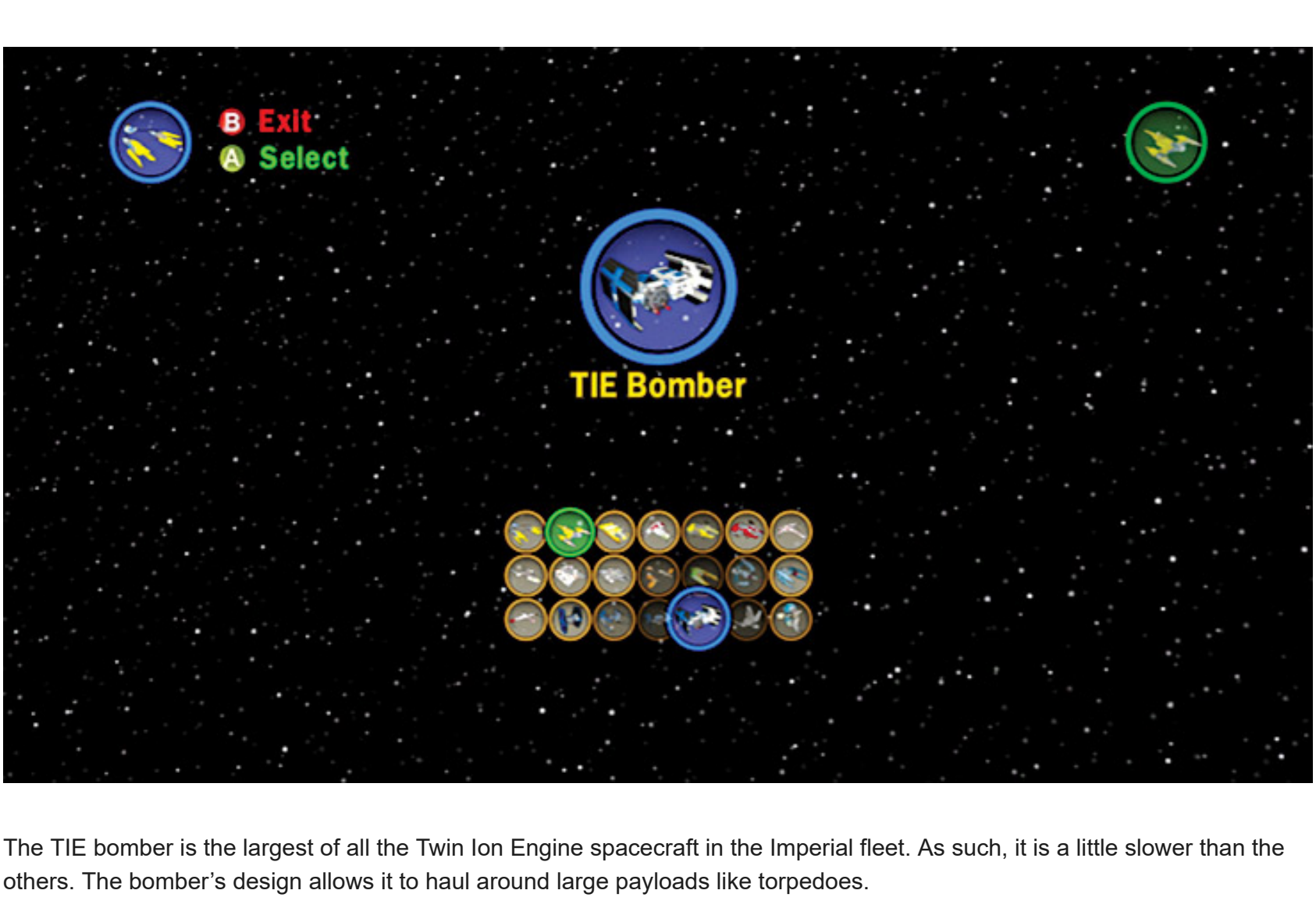
TIE Fighter (Darth Vader)


B Exit
A Select
TIE Fighter (Darth Vader)

Being as powerful as he is in the Imperial ranks, Vader has his own custom-made TIE fighter. It is similar in design to the standard TIE fighter, but has bent wing panels.

Vader's craft has good speed and firepower, making it a good option to have when you're trying to blast your enemies out of the air.

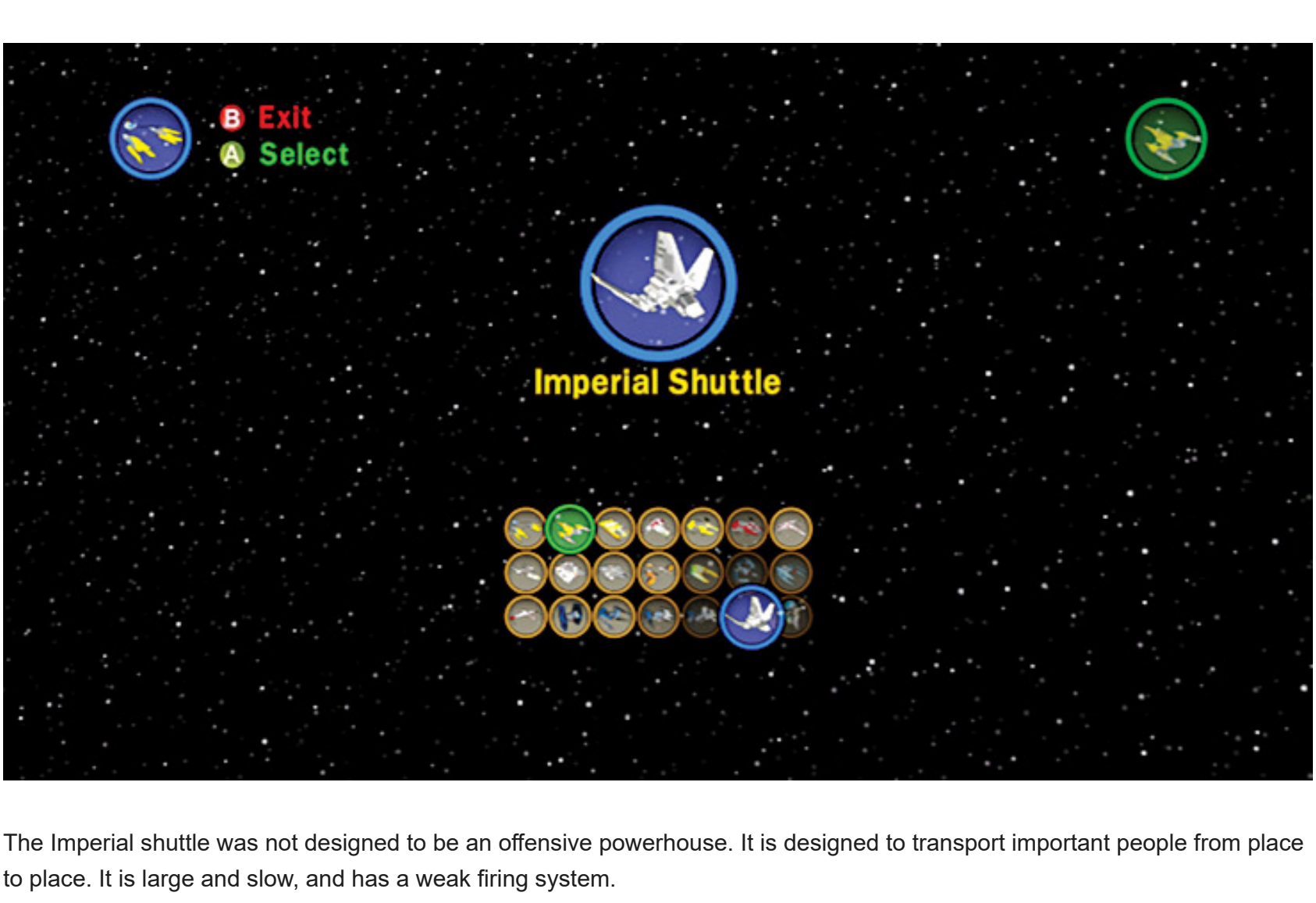
TIE Bomber


B Exit
A Select
TIE Bomber

The TIE bomber is the largest of all the Twin Ion Engine spacecraft in the Imperial fleet. As such, it is a little slower than the others. The bomber's design allows it to haul around large payloads like torpedoes.

Try to avoid flying with the bomber if at all possible, because it makes an all-too-easy target. This vehicle also has the special ability to carry extra torpedoes.

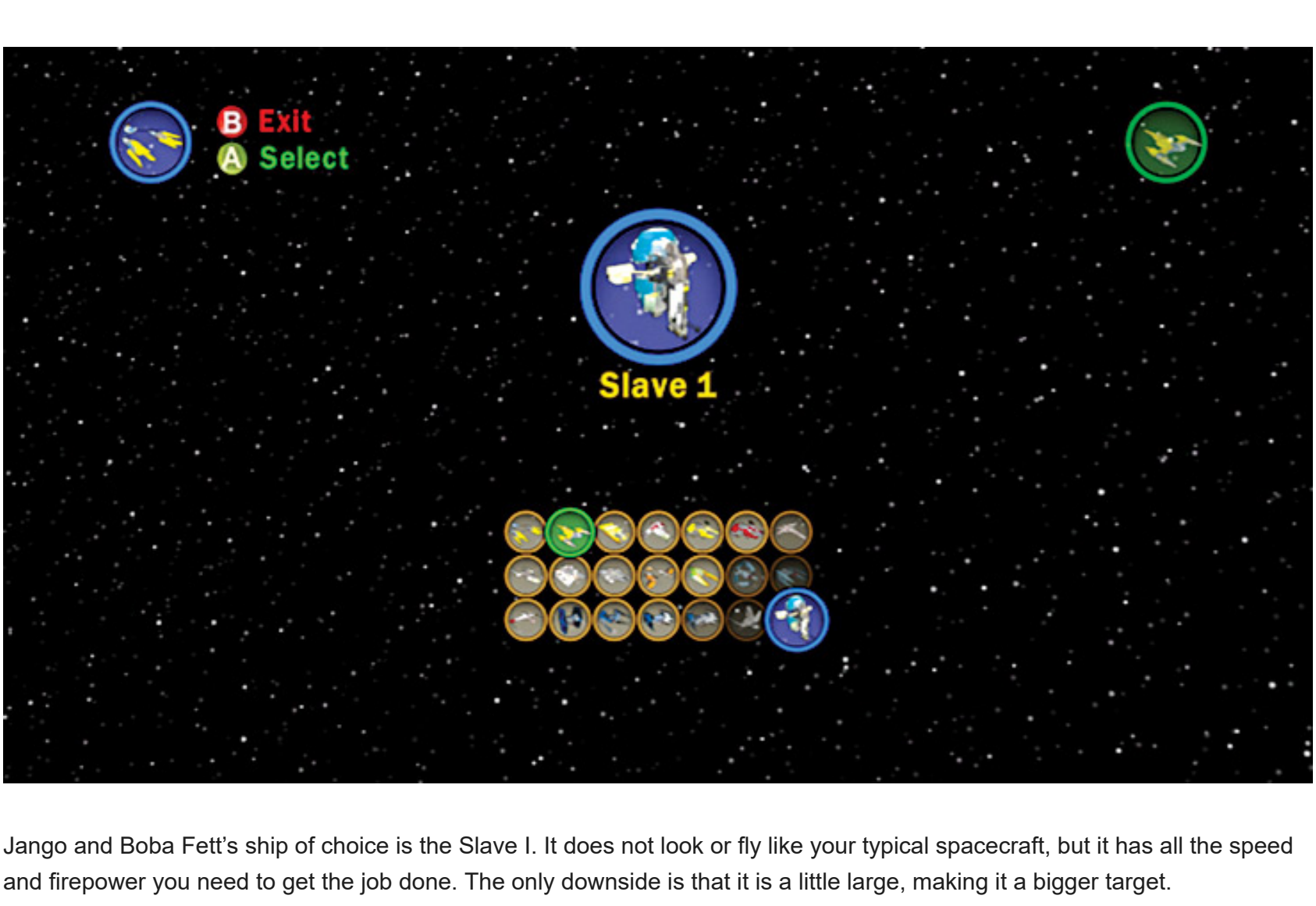
Imperial Shuttle


B Exit
A Select
Imperial Shuttle

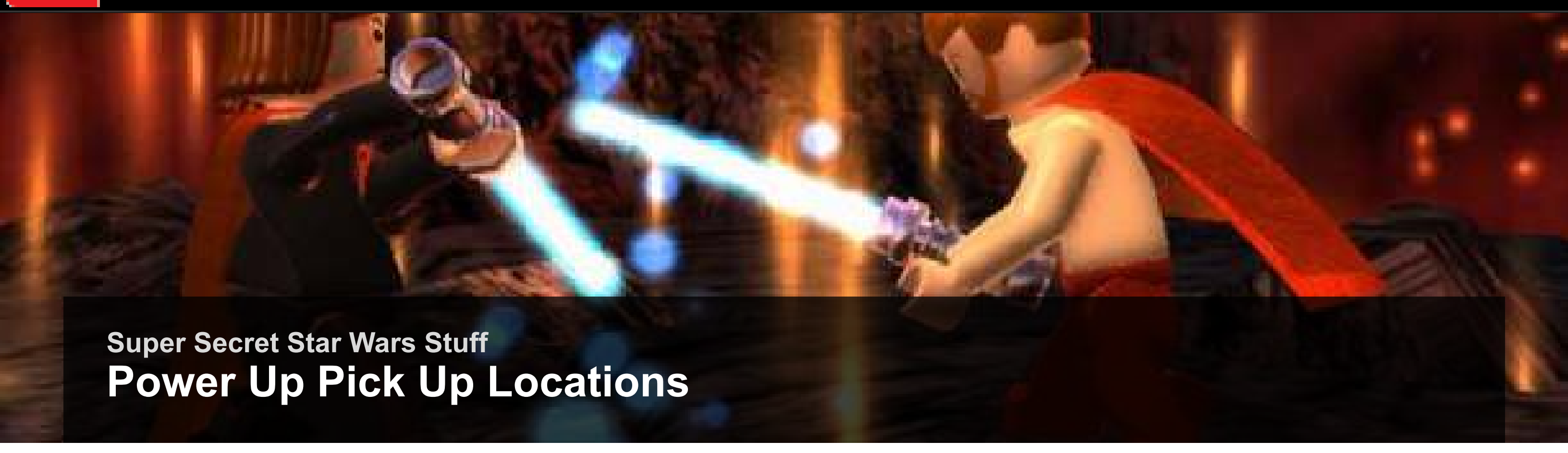
The Imperial shuttle was not designed to be an offensive powerhouse. It is designed to transport important people from place to place. It is large and slow, and has a weak firing system.

Avoid using this ship when you go to battle.

Slave I


B Exit
A Select
Slave 1

Jango and Boba Fett's ship of choice is the Slave I. It does not look or fly like your typical spacecraft, but it has all the speed and firepower you need to get the job done. The only downside is that it is a little large, making it a bigger target.



Super Secret Star Wars Stuff

Power Up Pick Up Locations

Hidden throughout the galaxy are unique power ups. While this guide can help you get through the game without them, they will give you extra help in sometimes difficult situations.

Episode I: The Phantom Menace

Negotiations: At the top of the ramp.
Invasion of Naboo: Behind a tree by the MTT.
Escape from Naboo: At the bottom of the lift.
Mos Espa Pod Race: To the left of the first boost pads in the Tusken Raider section.
Retake Theed Palace: In the corridor before the main area.
Darth Maul: On one of the elevator platforms.

Episode II: Attack of the Clones

Bounty Hunter Pursuit: In front of the main spire by the exit.
Discovery on Kamino: Next to the start of the section (to the left).
Droid Factory: In final room with Obi-Wan.
Jedi Battle: In front of Obi-Wan's pillar.
Gunship Cavalry: By set of generators near the start.
Count Dooku: In room with exit to Count Dooku.

Episode III: Revenge of the Sith

Battle over Coruscant: At the end of the first battleship.
Chancellor in Peril: On the balcony above the start point.
General Grievous: On the low ledge with the minikit opposite the main platform.
Defense of Kashyyyk: By the clone walker legs in the sand.
3Ruin of the Jedi: Down first alley on the right.
Darth Vader: To the left of the start point.

Episode IV: A New Hope

Secret Plans: In the last corridor.
Through the Judland Wastes: Opposite Obi-Wan's house.
Mos Eisley Spaceport: To the left of the steps in the dewback area.
Rescue the Princess: In between the two levers in the main room.
Death Star Escape: On the floor in the first large room.
Rebel Attack: Under a radar dish in the third area.

Episode V: The Empire Strikes Back

Hoth Battle: Behind a drag bomb machine.
Escape from Echo Base: On the right in the big room.
Falcon Flight: Above the leftmost Star Destroyer.
Dagobah: To the left in the Vader fight area.
Cloud City Trap: By the stormtrooper hat machine.
Betrayal over Bespin: To the right of the first build-it spire.

Episode VI: Return of the Jedi

Jabba's Palace: Behind the large raised door.
The Great Pit of Carkoon: Near the start, behind the first mast.
Speeder Showdown: By the flipper on the platform.
The Battle of Endor: By the small access vent near the lift.
Jedi Destiny: Under the electric floor.
Into the Death Star: By the two torpedo targets on the wall.

Character Level Pick Up Cheats

Super blasters

Fast force

Purple

Invincibility

X2 score

Fast build

Regen hearts

Coin magnet

Deflect bolts

Vehicle Level Pick up Cheats

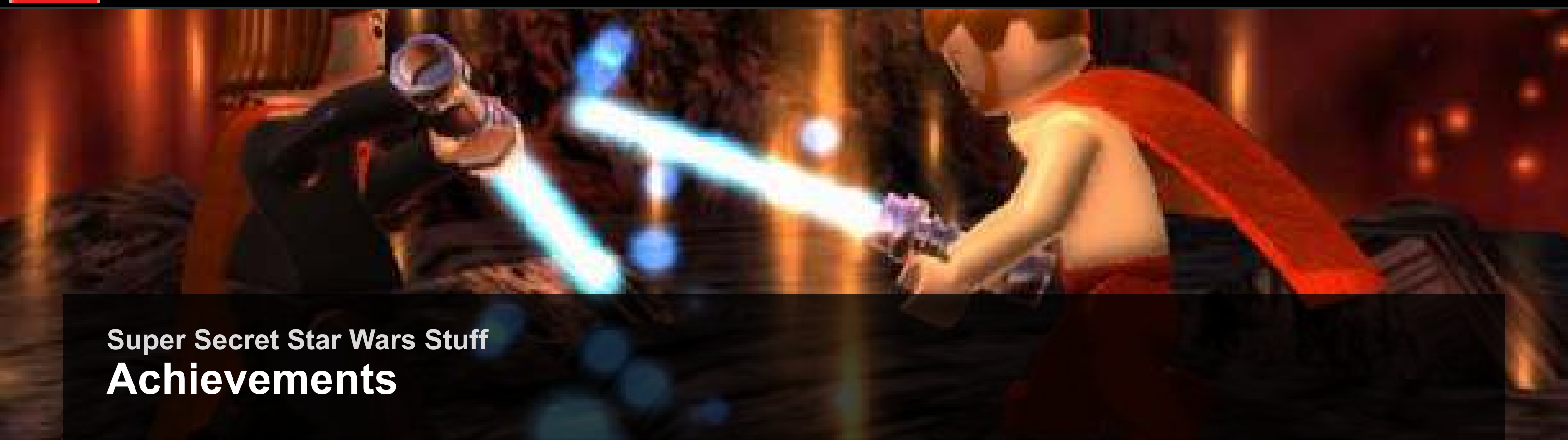
Super blasters

Tractor beam

Infinite torpedoes

Coin magnet

Deflect bolts

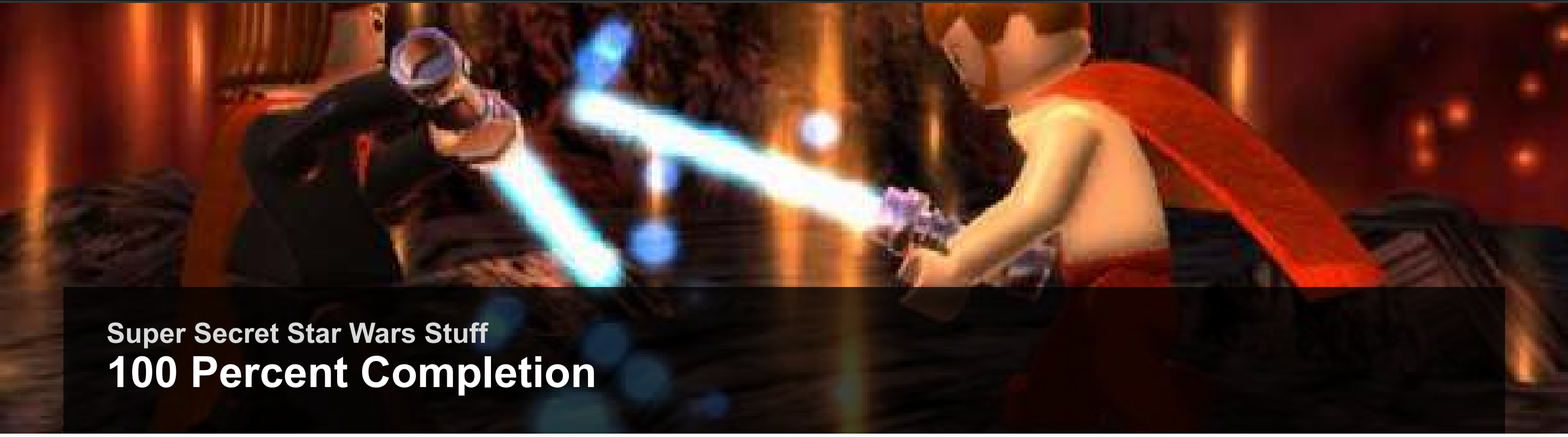


Achievements

As you play through LEGO Star Wars: The Complete Saga you will complete certain achievements. Some achievements will happen automatically, but some you have to work for. See if you can complete all of them for a total of 1,000 points.

Achievements

Name	Requirements	Points
The Phantom Menace	Finish Episode I in Story mode	20
Attack of the Clones	Finish Episode II in Story mode	20
Revenge of the Sith	Finish Episode III in Story mode	20
A New Hope	Finish Episode IV in Story mode	20
The Empire Strikes Back	Finish Episode V in Story mode	20
Return of the Jedi	Finish Episode VI in Story mode	20
Collector	Unlock all characters	60
Secret Master	Collect all available red bricks	60
Going for Gold	Collect all available gold bricks	60
Mini Mayhem	Collect all minikits	60
100%	Complete the game to 100%	100
Lightsaber Master	Perform 20 unblockable combo attacks	20
Lightsaber Defender	Perform 200 perfect lightsaber deflections	20
Dodger	Perform 200 blaster character dodges	20
Stormtrooper Slayer	Destroy 300 stormtroopers	20
Droid Slayer	Destroy 300 droids	20
Fighter Ace	Destroy 50 TIE fighters	20
Yee Haw	Ride all mount types and ride-ons	20
Cash In	Sell your landspeeder to the Jawas	20
Crowd Pleaser	Break Jar Jar 20 times	20
Slam Dunk	Destroy 5 people with one attack (Jedi super slam)	20
Harmless?	Disable 5 Droidikas with R2D2	20
Fire in the Hole!	Destroy 10 characters with one thermal detonator	20
Let the Wookiee Win	Pull 25 arms off other characters	20
Disco King	Set off all 3 discos	20
Use the Force Luke	Death Star Trench Run without firing	20
Bar Room Brawl	Start a Cantina fight with 50 casualties	20
LEGO Build-master	Make 100 build-its throughout the game	20
Gopher	Max out the stud counter	20
Cloud Cover	Finish Cloud City still wearing a helmet	20
Follower of Fashion	Wear every hat	20
Undecided	Crossover: Destroy Anakin with Vader	10
Love Is…	Crossover: Destroy Jango Fett with Boba Fett	10
Unfaithful	Crossover: Destroy the Emperor with Darth Maul	10
Did I Break Your Concentration?	Revenge: Destroy the Emperor with Mace Windu	10
Nobody Expects…	Revenge: Destroy the Emperor with Kit Fisto	10
Hands Off!	Revenge: Destroy Anakin with Dooku	10
Who Needs Obi-Wan?	Revenge: Destroy Darth Maul with Qui-Gon	10
Strike Me Down	Revenge: Destroy Darth Vader with Obi-Wan	10
Arcade Master	Get 100 points in Arcade mode	20
Online Player	Play through an entire level online	20
Shoot First	Shoot first	20

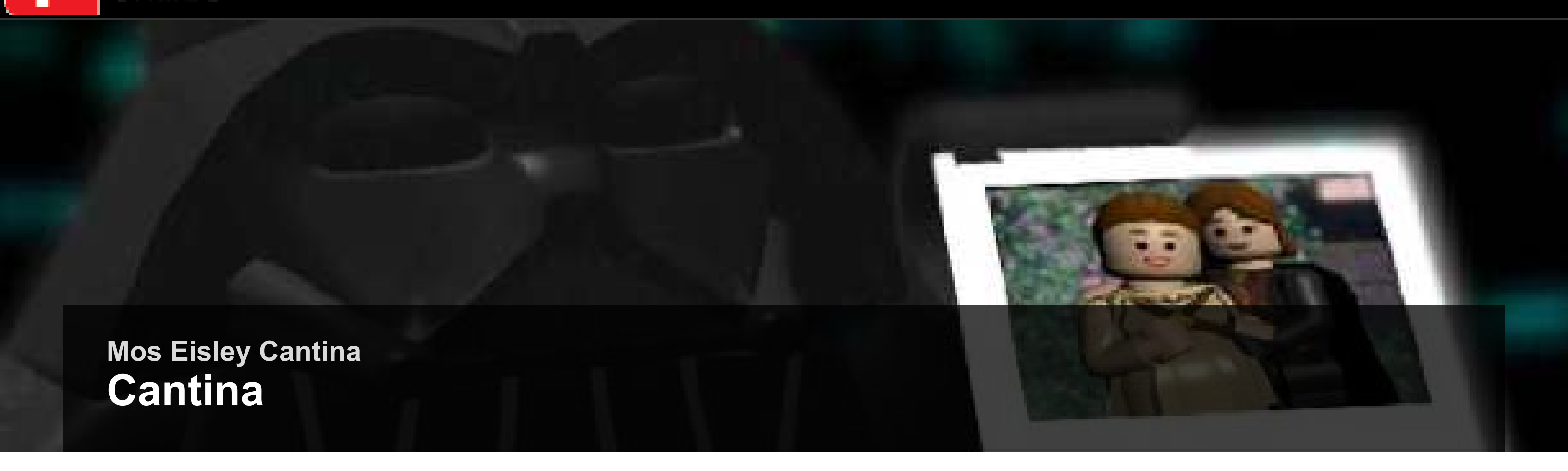


Super Secret Star Wars Stuff

100 Percent Completion

After you complete the entire game and get 100 percent, you get the Ultimate Unlockable.

This makes your customized character a super jumper, with grapple ability, Force ability, the ability to open any door, and the use of thermal detonators. Truly you'll be the most powerful creature in the galaxy!



Mos Eisley Cantina
Cantina

Your new LEGO Star Wars adventure begins at the Mos Eisley Cantina. It is just the place for intergalactic travelers to unwind.

The Mos Eisley Cantina on the planet Tatooine is a nice place to find disreputables when you're looking for somebody to do a dirty job. Try to keep a low profile, but if someone comes after you, break him into little pieces.

The cantina is the only way to get from place to place, and episode to episode, in the universe. As you walk around the cantina, you see many doors.

Not all of these doors are open at the game's beginning, but the more you play and the more missions you complete, the more doors open up for you to explore.

Six doors with Roman numerals over them stand along the outer walls; they lead to different episodes. Enter one of these doors to find another room with six episode chapters and a bonus area.

Other doors off the main cantina include one with a picture of clashing lightsabers above it for multiplayer and a door with a picture of a question mark above it, with a few bonus rooms inside.

An open doorway in the left wall takes you out to the dusty parking lot.

As you play through the game and discover more characters along your journey, they begin to frequent the cantina.

When you start the game, the place is pretty dead, but after you complete eight or nine missions, the cantina gets kind of crowded. These new bar patrons are at your disposal; you can switch to them at any time to add them to your party.

Some characters at the cantina just want to be left alone, however, and you can't switch to them.

Before you start your first mission in Episode, it's a good idea to explore the cantina area. As you move about, you'll see many things to do in this place.

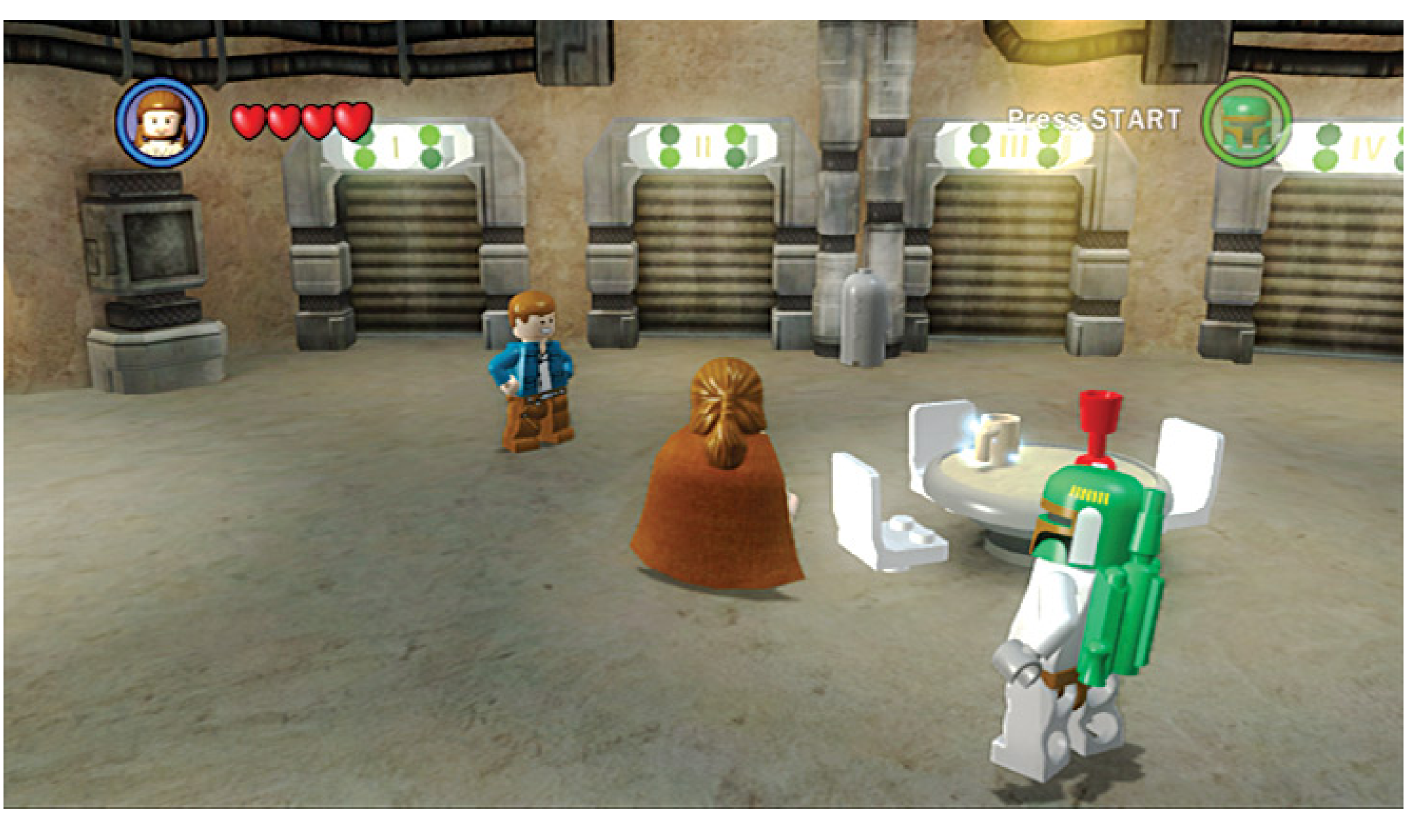
You can break all the chairs in the cantina to find hidden studs and hearts. You can use the Force on the blue lights around the place to find even more hidden treasure.

Be sure to use the Force, blast, or assemble loose LEGOs on all the unique items you see in the different rooms to find all the hidden goodies you can.

When you're finally ready to fight the evil Galactic Empire and save the universe, move through the large door marked "I." Each door with a Roman numeral leads to the corresponding episode room.

This room contains seven smaller doors, each one leading to a different chapter of the story with the seventh room being the bonus room.

These chapter rooms are where most of the action takes place, so move into the first one and start your journey.



The episode rooms have doorways to the different chapters you can play.

Bar Counter

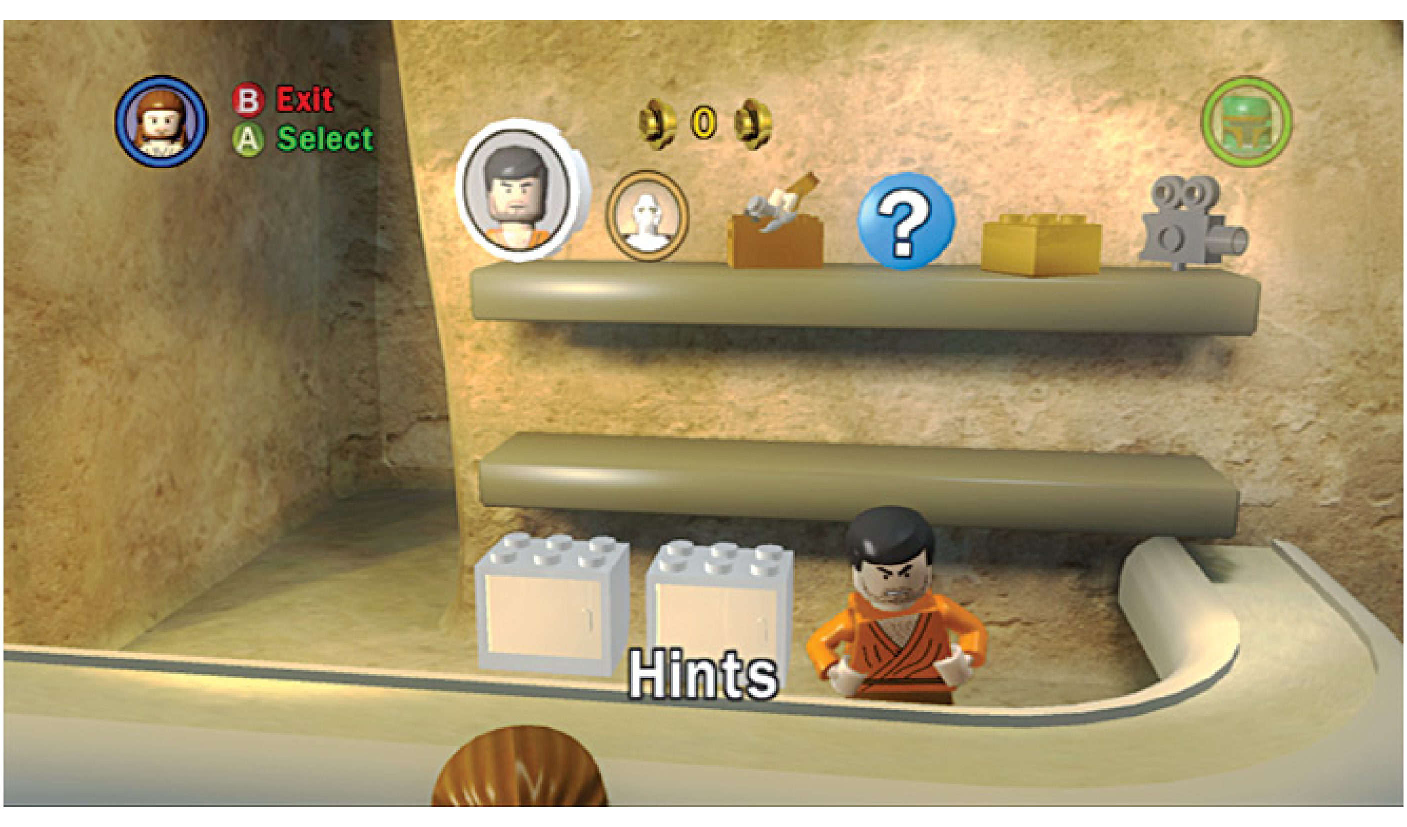
At the main bar in the Mos Eisley Cantina, the not-so-friendly bartender is waiting to sell you his goods. Along the wall behind the bar you can buy hints, characters, extras, or even gold bricks.

The hints give you bonus information about the game and won't cost you very many studs. The characters option lets you buy characters and vehicles that you won't otherwise be able to get by playing the game.

If you want the Emperor on your side, you'll have to pay the studs for him. The extras option lets you buy bonus features, such as giving everyone a disguise or getting super fast Force abilities.

Some of the extras become available for purchase only after you find the corresponding power brick as you play the game. The last thing you can buy at the bar are the gold bricks that help you get into secret and hard-to-get-to places.

The items at the bar range in price from cheap to really expensive. Spend your studs wisely because some of the really good characters and extras cost a lot of studs.



The bartender drives a hard bargain on some of his wares, but you have to pay because his is the only shop around.

Create a Character Area

On the right side of the cantina is the character creation area where you get to create and name your very own unique character. Look for the two large tanks with characters inside, which are the building blocks for your new creation.

Press up or down to choose what part of the character you want to change: the head, body, hands, weapon, etc. When you have selected the part you want to change, press left or right to change the color or style of that object.

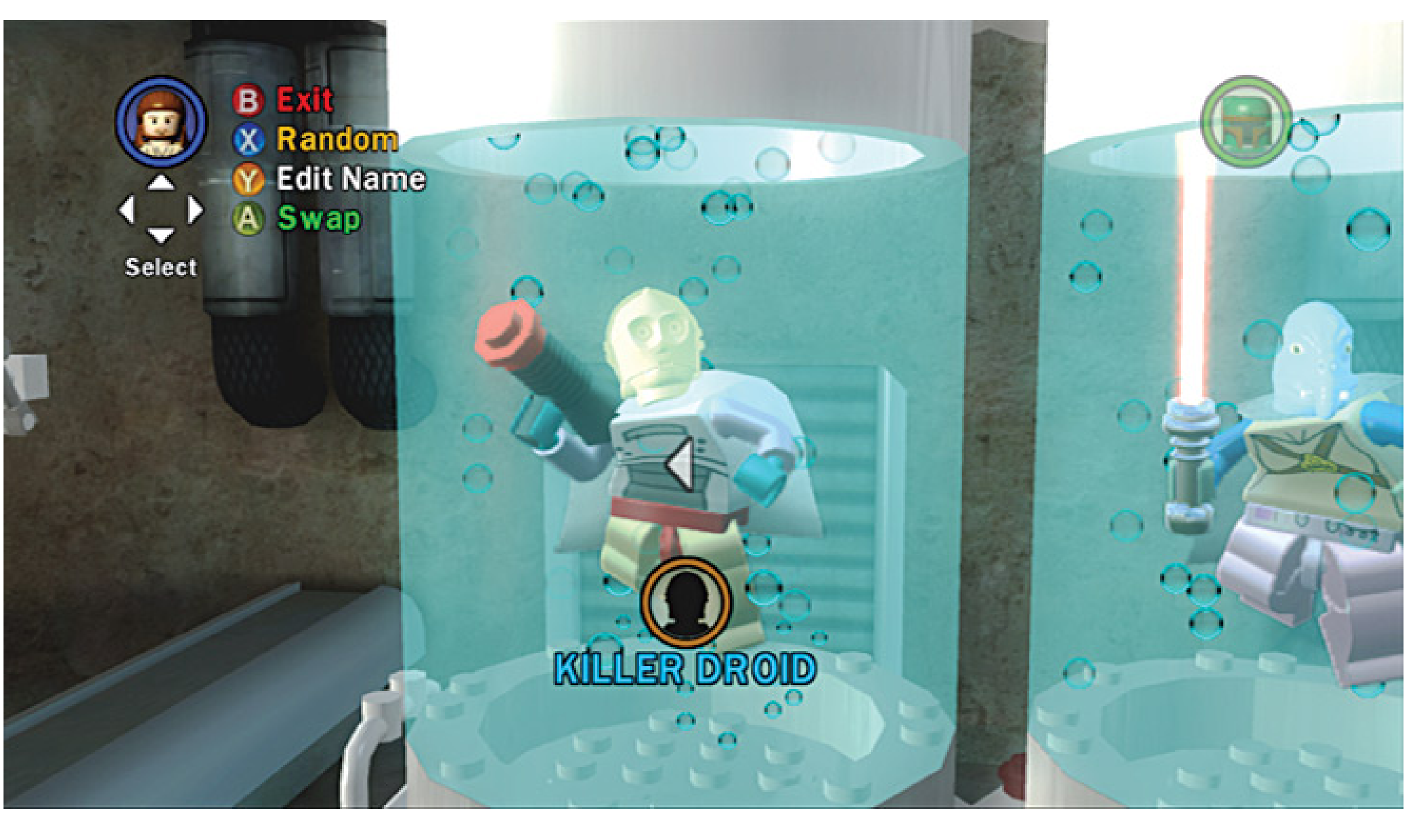
Options include different hats, hairstyles, faces, weapons, colors of clothes, etc. You can customize these characters any way you like, depending on the options you have available.

Put Luke's head on top of Vader's body so he can carry on the family tradition. Or put Bossk's head on top of Princess Leia's bikini-clad body.

Or put the face of a droid on the body of a human with a large blaster to create your very own deadly cyborg. Mix and match the parts to come up with your own fun and exciting creations.

If you are having trouble thinking of things to do, use the random option and the game will create a character for you.

After you have the character you want, give your creation a name. After you create your two unique characters, you can always go back and make more changes.



No wonder droids aren't allowed in the cantina. That one is packing heat!

Cantina Parking

Inside the cantina, the open door on the left leads outside to the parking lot. Go outside and smash all the containers you find to get lots of hidden studs.

Assemble the loose LEGOs on the ground to the right of the cantina entrance to create a huge piece of machinery and lots of valuable studs. Smash it for even more goods.

After you destroy the containers near the front of the screen, assemble the loose pieces on the ground to create a small vehicle and grab the studs that spill out.

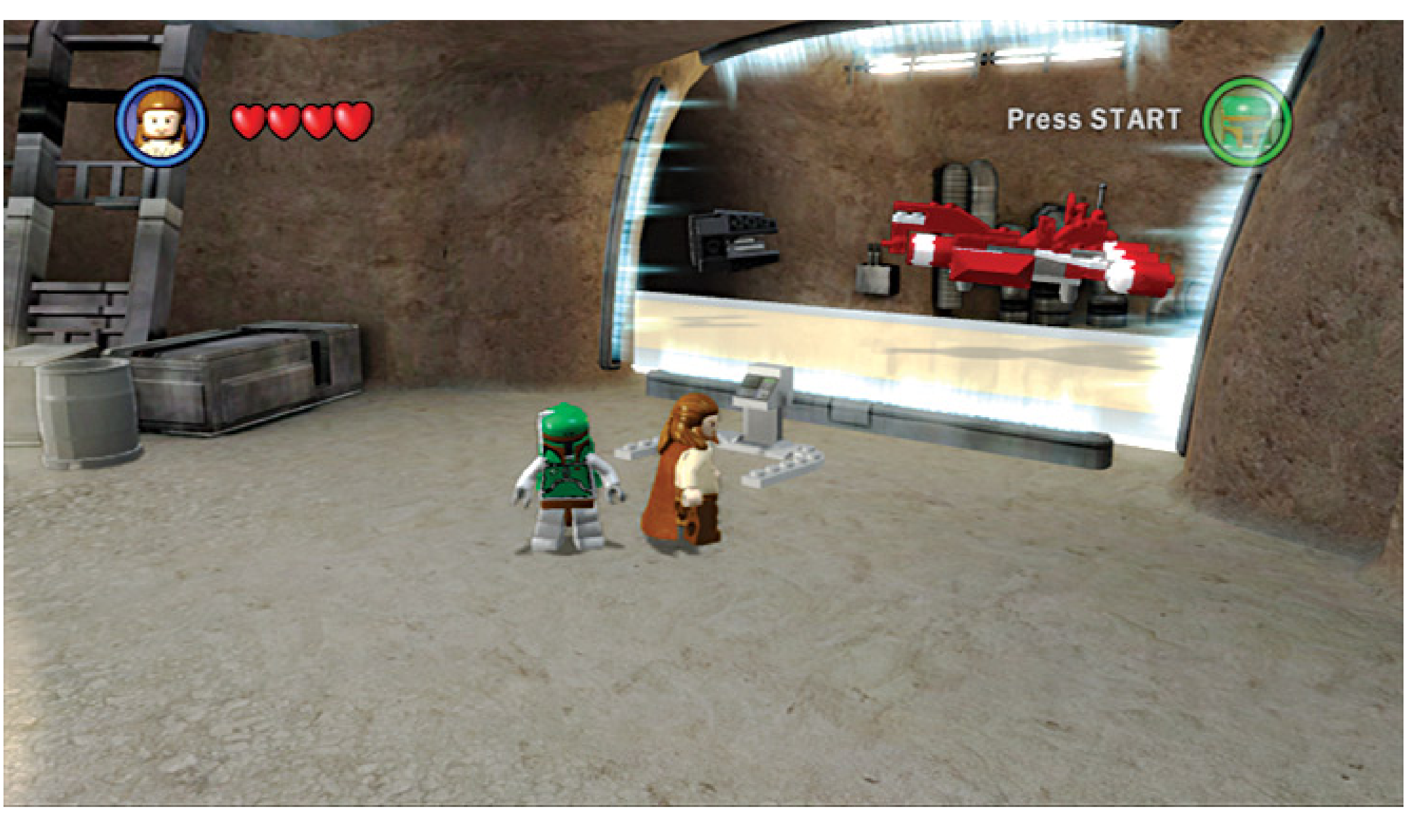
Run over the center of the area to reveal large flat green and gray LEGOs. Push on the green side of the turnstyle nearby to create a small road at the center of the area with gold studs for you to collect.

As you complete missions, you'll collect LEGO canisters hidden in the chapters.

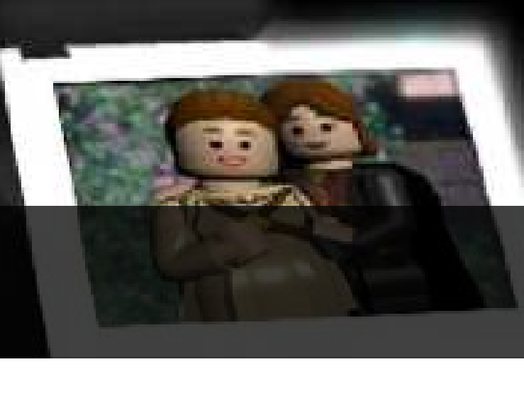
Each canister is a part for a vehicle that is put together on the right side of the cantina parking lot on the conveyer belt that corresponds to the different chapters.

As you play, you can check the conveyer belt and see what you've built so far. Collect all 10 canisters in a chapter to complete the vehicle for that chapter.

Also in the cantina parking lot is the doorway to Jabba's shop, where you can pick up missions to find different bounties, which is a quick and easy way to get gold bricks.

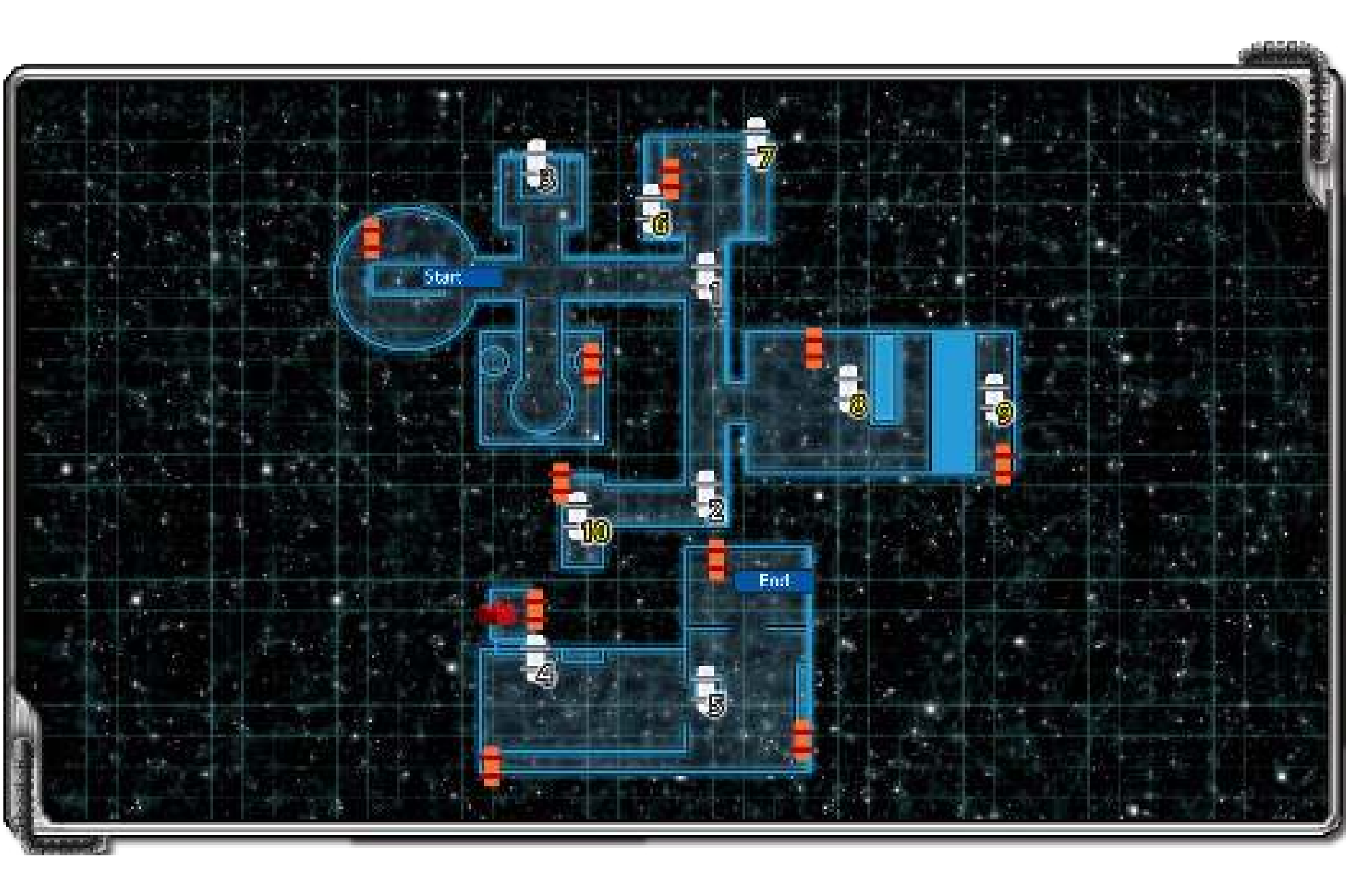


The more canisters you collect, the more vehicles are built outside.



Episode I: The Phantom Menace

Chapter 1: Negotiations



LEGEND

1 Use the Force to lift all the levers in the first hallway.
Use the Force to lift all the levers in the second hallway.
2 Stand on a red floor switch so your partner steps on the other to open the glass door.
3 Use the Force to stack the crates from largest to smallest so you can jump to the ledge along the wall.
4 Use the Force to fix the equipment by the wall then use the Force again to stack the crates from largest to smallest. Jump to the top of the stack and onto the moving platform.
5 Use a small character to climb into the chute in the left wall to get to the ledge above. Step on the red floor switch at the top to deactivate the force field nearby as you run along the ledge.
6
7 Use the Force to stack the four boxes on the ground and use a super jump character to get to the top. If you deactivated the force field earlier then you can jump to the ledge on the right.
8 Jump on the yellow and black cart on the ground. Your partner will use the Force to move you to the center of the room where you can use a super jump character to jump into the air.
9 Jump on top the brown vehicle then use a super jump character to jump into the air.
10 Use the Force to turn the bars blocking the door into a bench along the wall. Use a super jump character to jump into the air while on top of the bench.
Use an astromech droid to get into the small room then stand on the red floor switches to open a wall in the center of the room.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Jedi know when something is wrong, and something is definitely wrong around here. Maybe it's the blank stare of the droids that is giving you an uneasy feeling. Or maybe it's the empty room you're waiting in.

Or maybe it's the fact that your ride just got blown apart! The Trade Federation is up to something fishy, and it's time to investigate what's going on.

You start in a room with a large conference table and several chairs. Run across the table to collect the studs on the surface. Use the Force on every chair to reveal hidden studs and hearts for you to collect.

White gas is seeping into the room—it's time to leave. Head for the locked door heading out of that place and use the Force to demolish it.

Collect the valuable studs from around the room, then use your powerful lightsaber to destroy the equipment to the left of the door. Keep hacking the equipment until it is destroyed; collect all the studs hidden inside it.

Tip

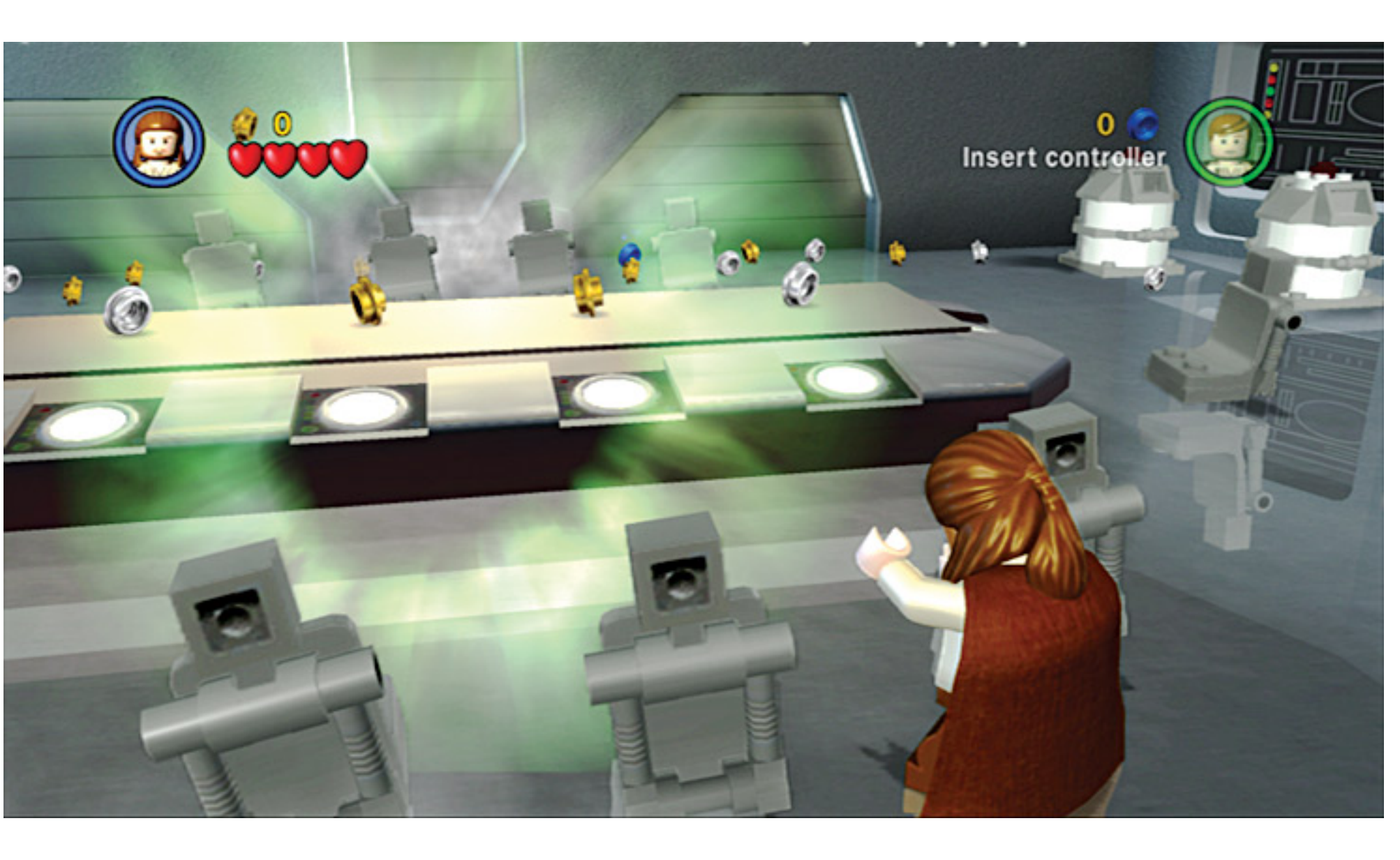
Once LEGO studs spill onto the ground from their secret locations, they don't last long. Quickly collect them before they disappear.

When you get into the hallway beyond the door, battle droids move in to destroy you. Use your lightsaber to deflect their shots back at them after they fire at you. Add a few slashes with your weapon to finish off any stragglers.

After you turn the battle droids into scrap, use the Force to move the broken door parts to the side walls, revealing more studs to collect.

In the hall, turn into the first room on your right. Use the Force on the machinery at the room's end for some major token spillage. Collect the goods, then stand near the platform to the walkway's left and use the Force to fix the gears.

Immediately jump on the fixed platform as it rises into the air high enough for you to double jump and grab the blue token above your head. Do the same for the other platform on the other side of the walkway.



Use the Force on all the furniture in the room to get lots of LEGO studs.

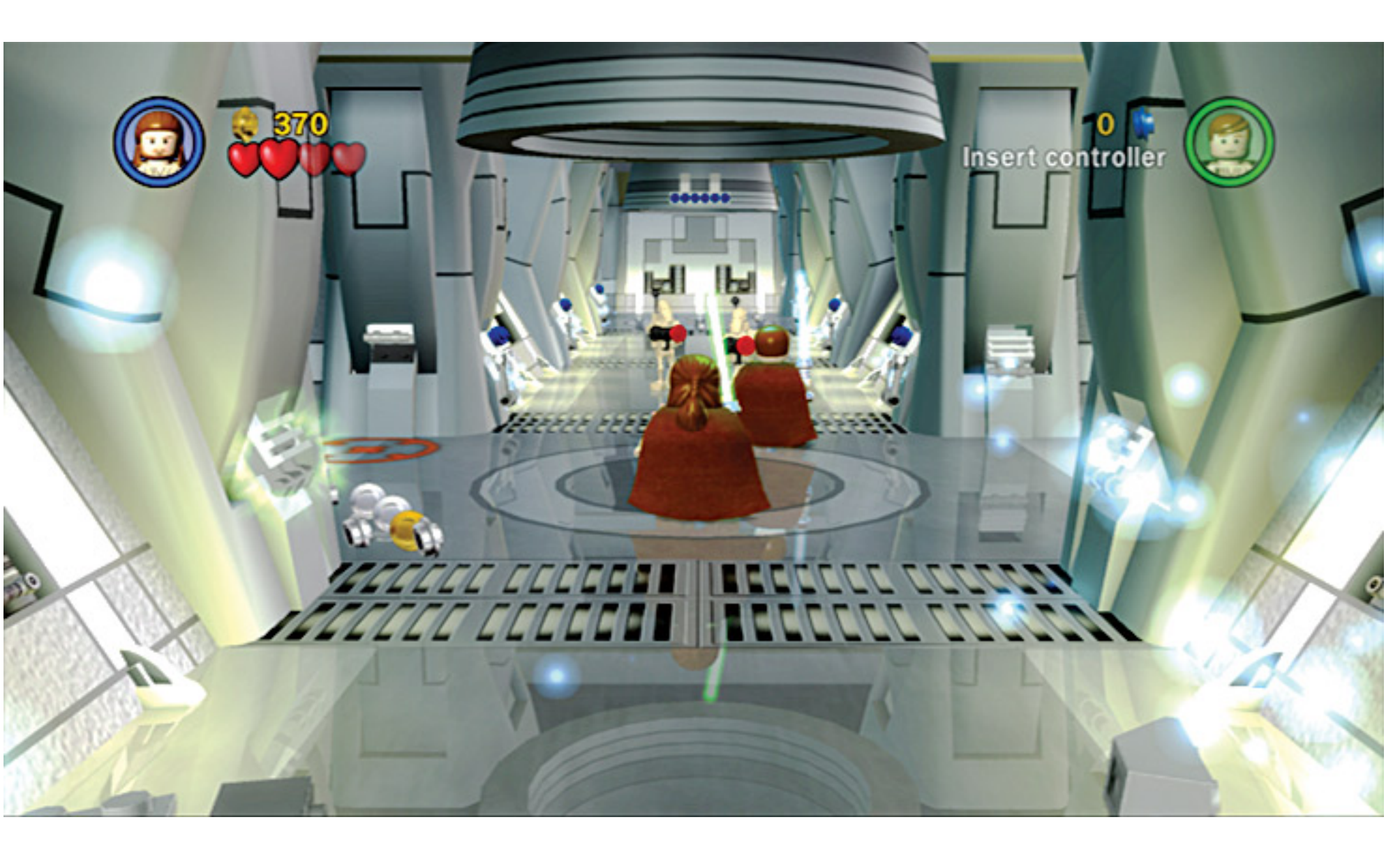
Note

In order to access all the areas of a level, you will have to go back and play it in Freeplay mode. It is a good idea to first play through the first few episodes so you can unlock different characters to play with or buy at the cantina.

Before you start playing in freeplay mode, be sure you have all the different types of characters such as a Sith, bounty hunter, and stormtrooper that are listed at the start of the character section.

If you have every different type of character unlocked, you can safely and easily play through any level in Freeplay mode. And don't forget to purchase a TIE fighter for those flying missions.

Return to the main hall and get ready to face more battle droids. Use your lightsaber to deflect their shots back at them to make short work of those walking machines!



The hallway is crawling with enemy battle droids. Use your lightsaber to deflect their shots back at them.

The other doors in this hallway are locked for now, but you come back shortly. As you walk through the main hallway, use your Force powers to open all the secret compartments to get the hidden studs and hearts.

Also located along the hall's walls are six blue switches. Activate all of them to make a LEGO canister appear where the hallway bends to the right in the distance.

More enemy battle droids await you after the hallway bends to the right. Head down the passage and turn all of them into scrap LEGO parts. When the area is secure, use the Force to open more secret compartments for hidden studs.

You must also activate six purple switches in the hall to reveal another LEGO canister at the hall's end. Smash the equipment on the floor to get even more valuable studs.

At the hall's end, you find TC-14 ready to join your team and assist you. Switch to your new team member and waddle your way back to the hall's beginning. Use TC-14 to unlock the first door you skipped.

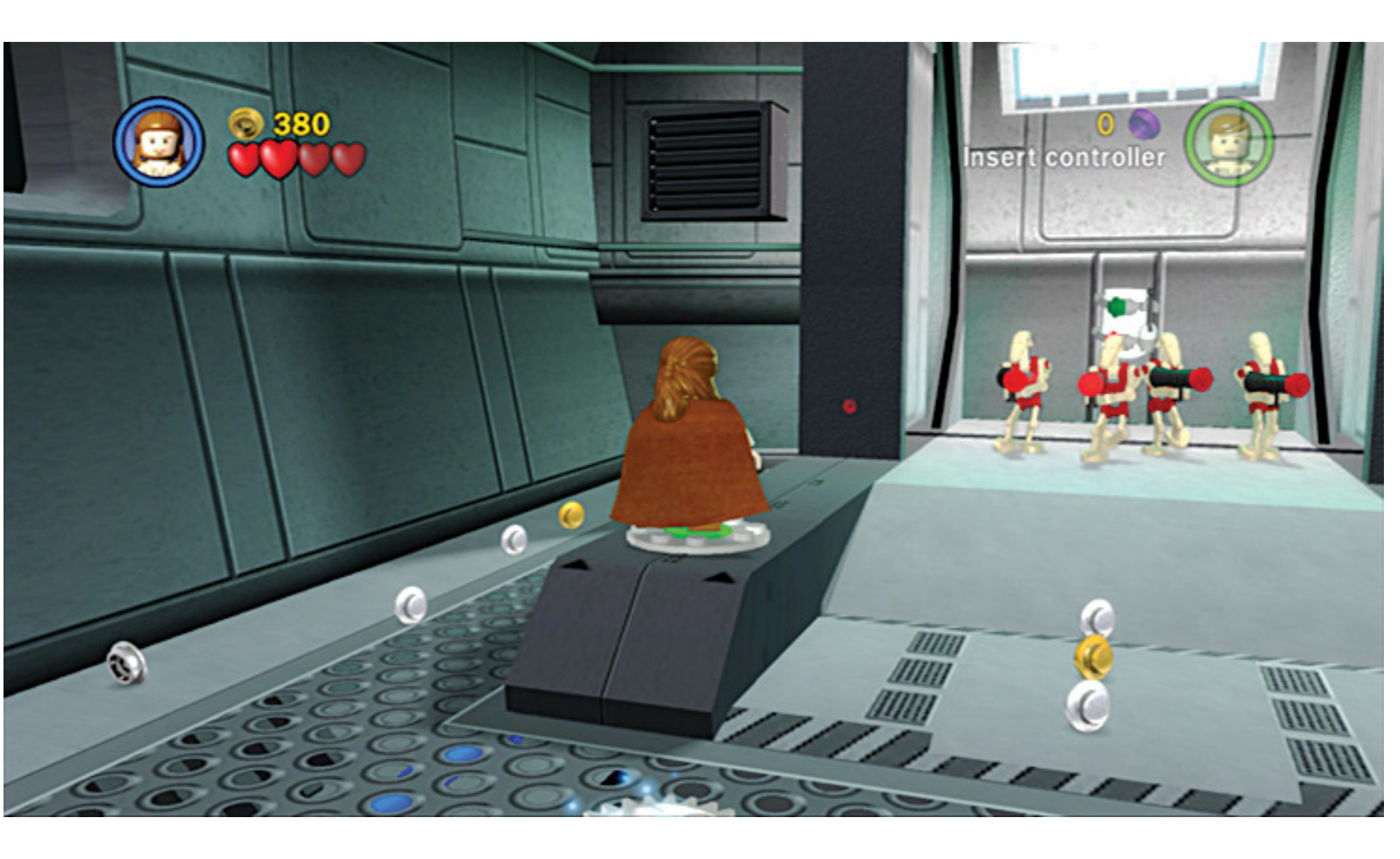
After you open the door, use Obi-Wan Kenobi to collect all the studs on the ground. Use the Force to put the gears lying on the ground back on the lifter in the corner. With gears in place, step on the crate next to the lifter.

Use the Force on the machinery to have it grab the crate and lift you into the air high enough to get the blue studs floating overhead. Another LEGO canister is also in this room, but it is behind a protective shield.

Step on the red floor switch to the shield's left and your partner automatically steps on the other one.

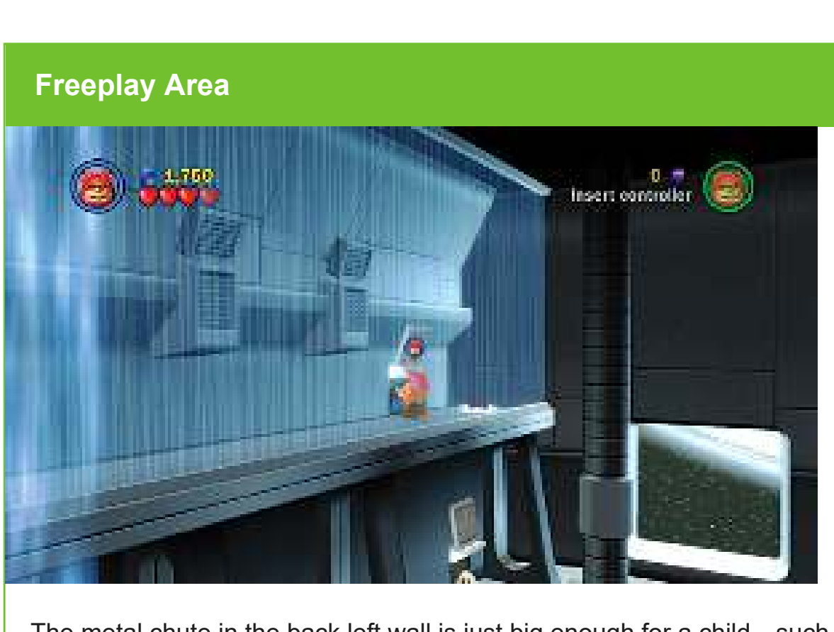
After both switches are activated, the shield disappears, but some battle droids next to the LEGO canister come to life. Put them down with your lightsaber and add another LEGO canister to your collection.

Use TC-14 to open the locked door at the hall's bend, then enter the room with Qui-Gon Jinn and collect the studs scattered about the floor. The other areas in the room are off limits for now, so you must come back at another time.



After the shield is gone, the battle droids come to life and the fun begins.

Freeplay Area



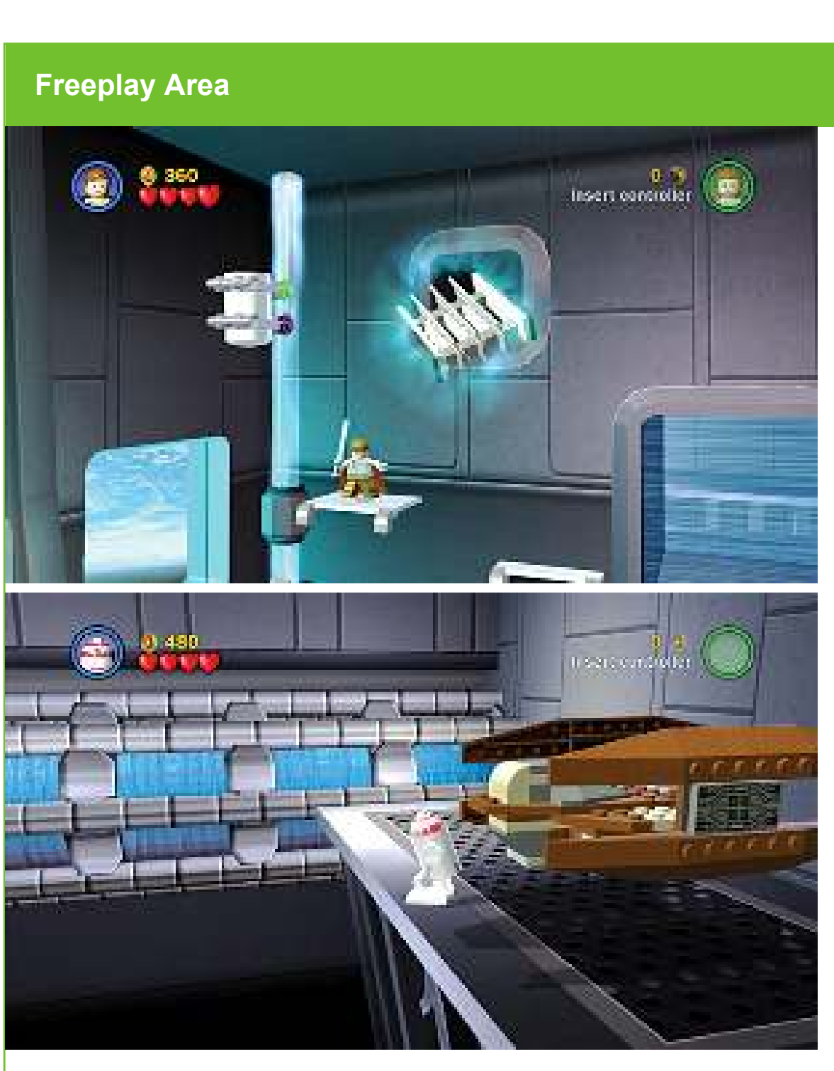
The metal chute in the back left wall is just big enough for a child—such as Anakin Skywalker (boy) or Boba Fett—to travel through. Jump into the chute to reach the walkway above.

When you reach the second level, step on the ground switch next to you; you can't see it, but it's there. After you step on the switch, the shields in the room disappear.

Collect the studs on the upper walkway, then jump down. Switch to a character who can use the Force and stack all four boxes in the room.

Next, use a character who has good jumping ability, such as Obi-Wan or Jar Jar, and jump to the stack's top. From there, jump to the walkway and grab a LEGO canister.

Freeplay Area



A doorway from the main hall can only be opened by an astromech droid such as R2-D2 or R4-P17. Once inside, smash the equipment to the door's side to get some hidden studs.

Use the Force to fix the craft on the ground and it flies off to the next room. Grab more studs under the showers along the wall and get ready for action.

Some battle droids have been playing cards at the back table and are waiting for you to deactivate them with your lightsaber.

With the droids gone, snoop around the room with ease. Stand on the yellow and black cart in the room. After your partner moves it using the Force, jump into the air to collect a LEGO canister.

After you collect the canister, use the Force to move the gear on the ground and the tools on the nearby storage container to reveal some hidden studs.

A force field prevents you from going into the next room, so take another route. Jump on the ledge to the tool container's left.

From there, use the Force to pull the grate from the vent above. Use Jar Jar to double jump into the vent and cross to the next room.

Next, use an astromech droid to cross the large abyss and reach the platform on the other side. Activate the switch on the wall to disable the force field that was blocking your path.

Jar Jar jumps on the dark brown sides of the craft floating on the ledge; double jump in the air to grab a floating LEGO canister. Switch to R2-D2 or R4-P17 and fly back the way you came and exit to the main hallway.

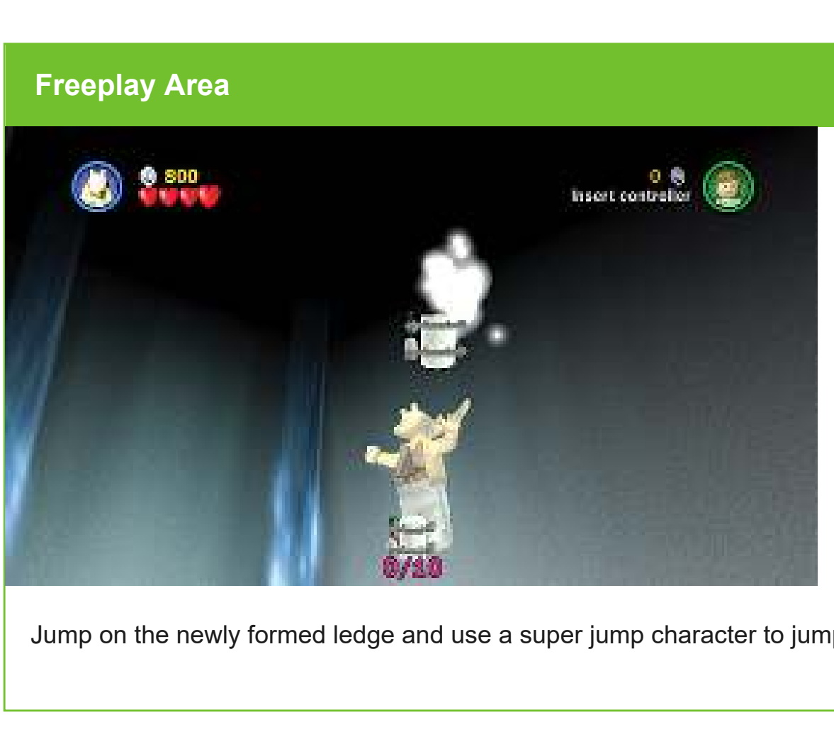
Head back to the hall's end to find TC-14 once again waiting for you; use him to open the next door. The short hallway beyond has a few compartments that only the Force can open.

Assemble the LEGOs that spilled on the floor into an activation panel for a protocol droid. When the area is loot free, have TC-14 open the next door.

Inside the next room, smash the equipment in the corner and collect all the studs on the floor. Use the Force to open the grate in the wall and form a ledge next to the wall.

Get your lightsaber ready and destroy the two battle droids that run through the open grate.

Freeplay Area



Jump on the newly formed ledge and use a super jump character to jump into the air to get another LEGO canister.

With the area clear, enter the dark grate. Drop into the next large room and get your lightsaber ready for some battle droids. Deflect incoming blasts and make short work of those guys.

Another battle droid from the side wall fires down at you. Deflect his shot back at him, and you're temporarily safe to collect the studs scattered about area.

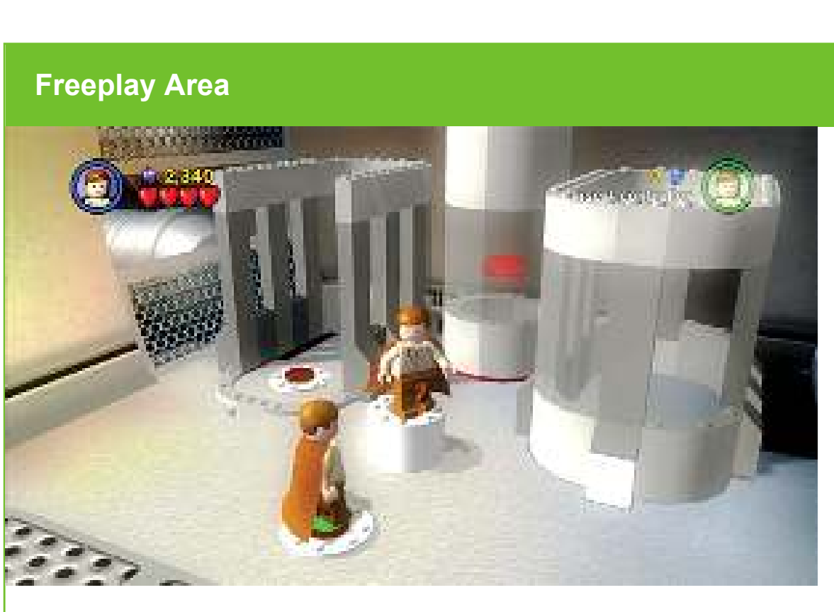
Grab the two blue studs on the lower walkway across from the open vent you came through.

With studs collected, switch to Obi-Wan Kenobi and use the Force to stack the three crates in the middle of the area, starting with the large one.

After you stack all three, jump to the top and then double jump to the ledge against the wall for some studs. Double jump straight into the air and another LEGO canister is yours.

Use the Force to move the equipment in the corner from under another ledge. After you move the equipment, jump on it to reach the studs above. The door is locked and only R2-D2 or R4-P17 can open it; you must move on for now.

Freeplay Area



Open the door using R2-D2 or R4-P17. Once inside the next room, step on the gray circle on the floor. When your partner steps on the red switch, the platform you're standing on rises into the air.

Jump into one of the circular walls next to you. Step on the floor switch inside to open part of the wall and get out.

Repeat this same process with the other circular wall so you can see the red floor switches in the newly revealed areas.

Stand on one and your partner stands on the other, lowering a wall in the room's center. Grab the Red Power Brick hidden behind the last wall and get out of there.

Run down the ramp to the lower level where you must face your biggest challenge yet. A large squad of battle droids is making its rounds when you're spotted. Some quick lightsaber hits will do the trick.

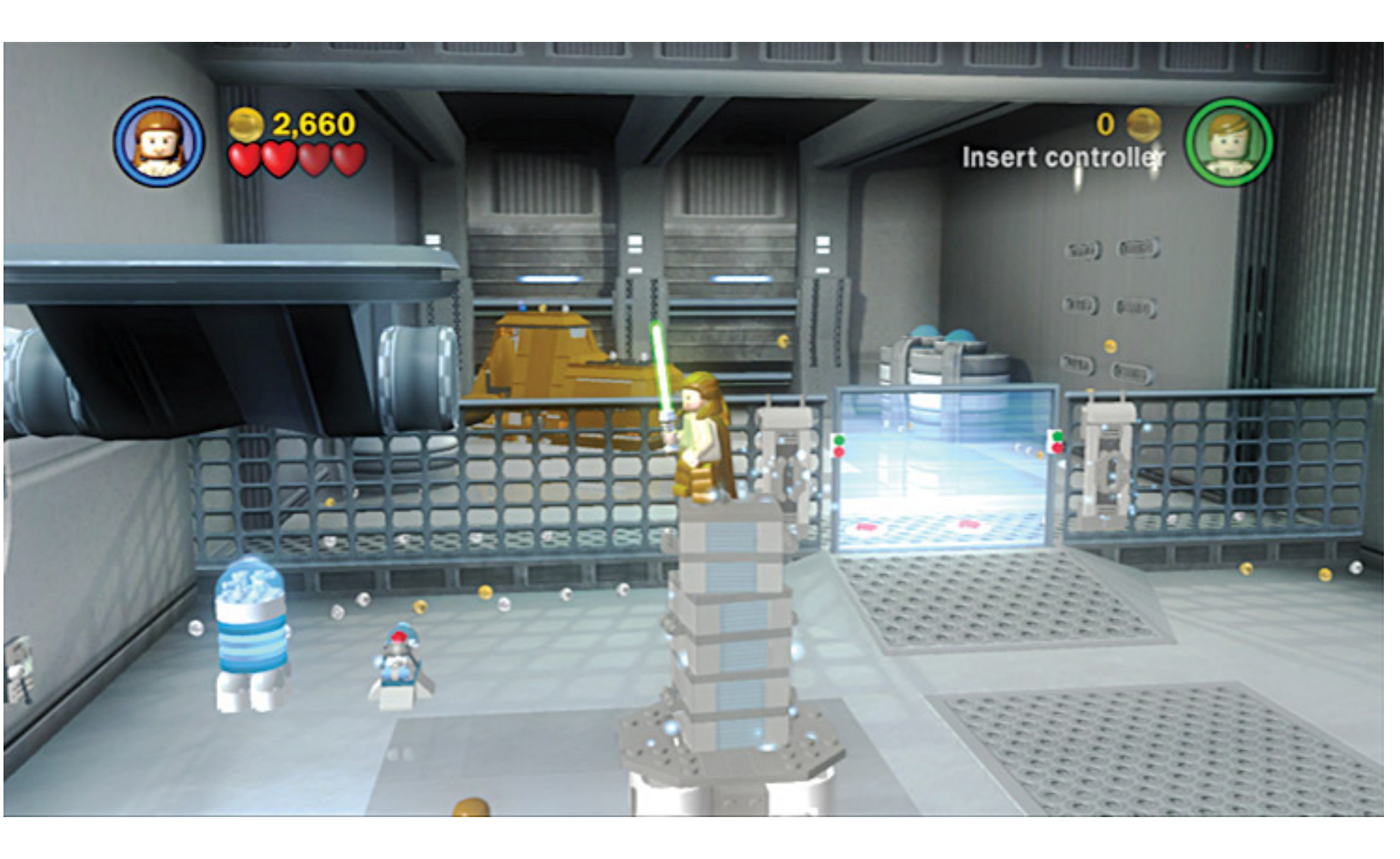
Two droidekas roll in to fight you as well. Their protective shield makes them an even more dangerous enemy. Move in close to get them to fire at you. Bring your lightsaber up to deflect their shots back at them.

After a few hits, the shield disappears; after a few more hits, it breaks into LEGO pieces. Take out both droidekas the same way.

Use the Force to stack more boxes on the lower level. Start with the large box first, then add the three smaller ones on top.

With the crates stacked, use the Force to activate the nearby switch on the ground and the switch on the wall; this causes a ledge above your head to move.

Scale the stacked crates and jump to the moving ledge; ride it until you collect the LEGO canister floating in the air.



After you stack the crates and activate the switches, ride the platform to pick up another LEGO canister.

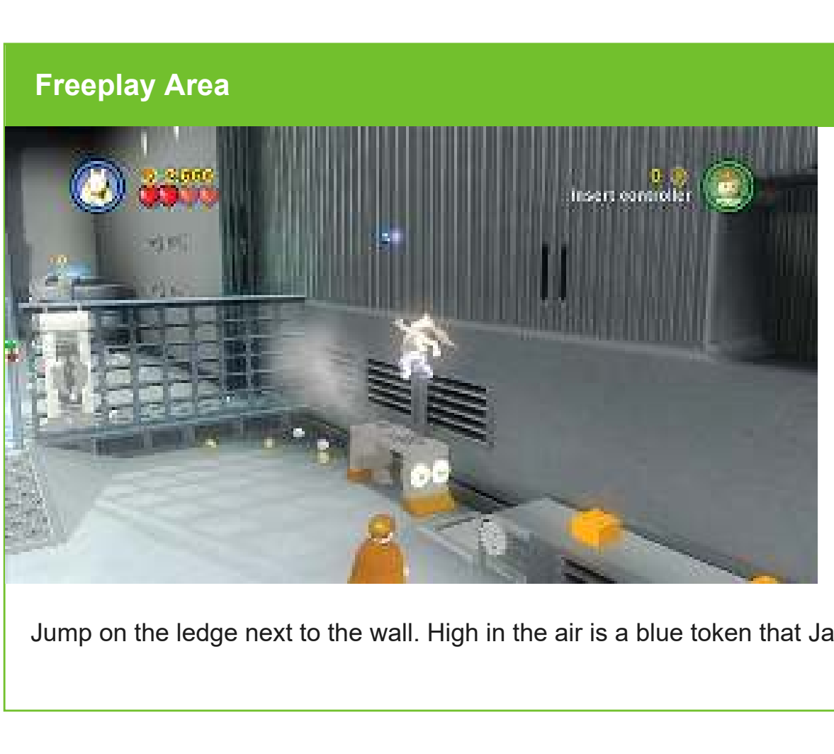
On the area's other side is a conveyer belt. As you run across the area, assemble the pieces on the ground to make a small vehicle that you can ride.

Then continue to the right and smash the orange bricks on the conveyer belt and collect the studs above it. Next to the conveyer belt is a broken-down vehicle.

Use the Force to shake loose all the studs hidden inside the vehicle; jiggle a switch inside the vehicle for even more loot.

Use the Force to move the debris on the ground to form a ledge next to the wall nearby.

Freeplay Area



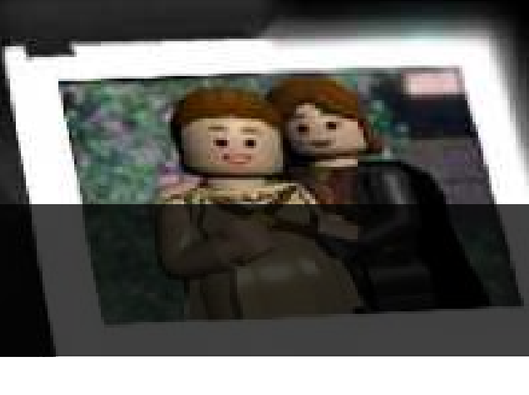
Jump on the ledge next to the wall. High in the air is a blue token that Jar Jar can reach with his super jumping abilities.

A short ramp leading to the next area is blocked by a shield. Use the Force on both sides of the shield to create ledges you can jump on and over to reach the other side.

When battle droids charge in and fire at you, deflect their shots to take them out. Secure the area, then step on one of the red floor switches near the small ramp.

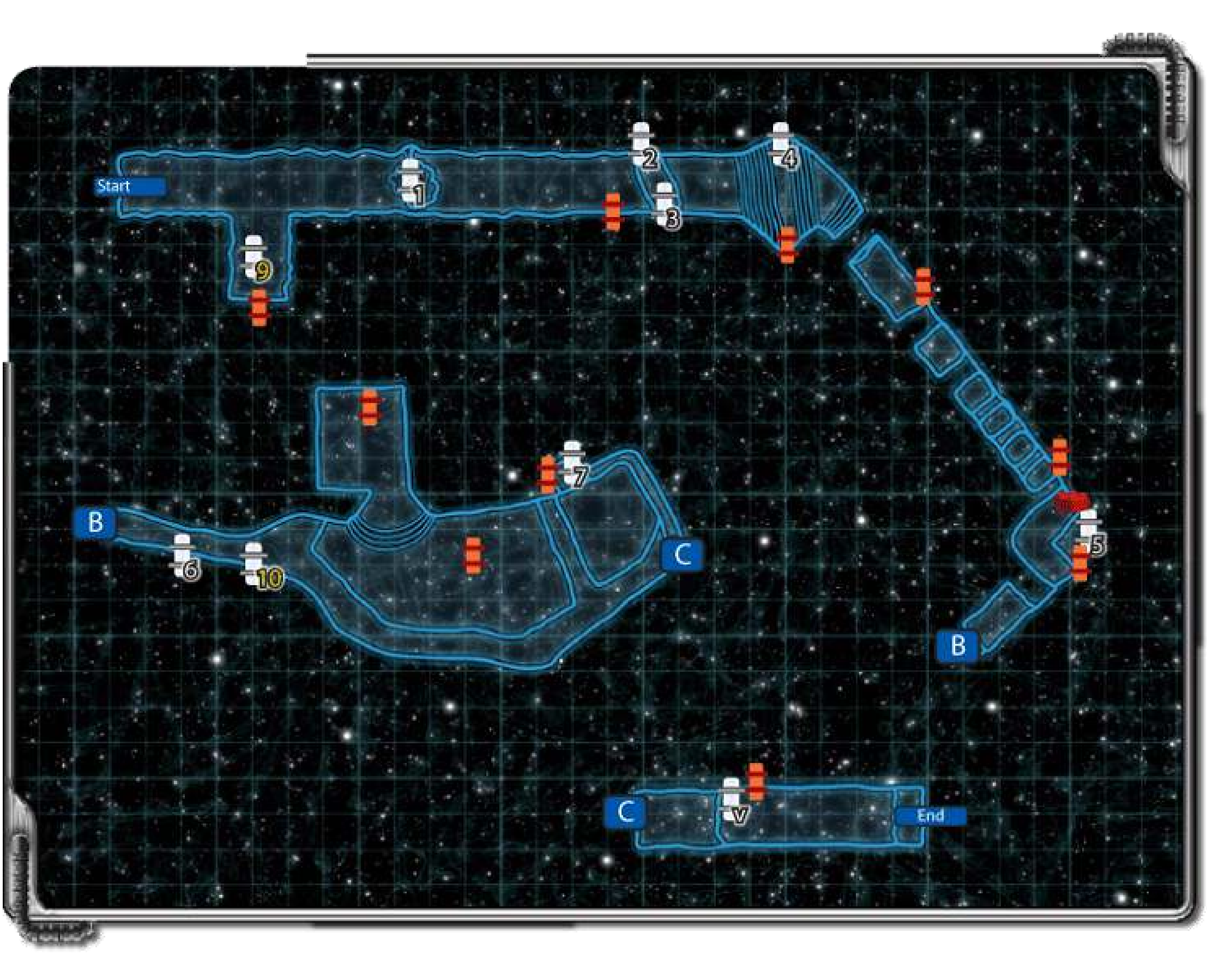
Your partner automatically steps on the other switch and the shield blocking the way disappears, allowing TC-14 to enter.Scour the area for studs. Jump on the brown transport vehicle to get valuable studs.

Collect all the studs in the area, and use TC-14 to activate the switch next to the brown vehicle. The hatch opens nearby for you to enter.



Episode I: The Phantom Menace

Chapter 2: Invasion of Naboo



LEGEND

- 1 Chop down the LEGO tree you assembled.
- 2 Jump from the broken chunk of vehicle to the left of the path into the air.
- 3 Smash the base of the vehicle to uncover a hole in the ground.
- 4 Use Jar Jar to jump from the small ledge on the wall high into the air.
- 5 After you use the Force to move some rock, use Jar Jar to jump on top of the ledge in the corner.
- 6 Use the Force to pull the LEGO pieces from the wall. Jump down to the ledge you just created.
- 7 Use the Force to move the LEGO logs blocking the mouth of the cave.
- 8 Assemble the three parts of the Naboo statue.
- 9 Use the Force to stack the rocks on the ground then use a blaster to shoot the target on the tree in the distance. Double Jump in the air while still on top of the stack of rocks.
- 10 Use a small character to enter the chute in the wall.
- 🟥 Use a bounty hunter to access the activation panel that was hidden in the cliff wall, then enter the small cave that open to the right.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

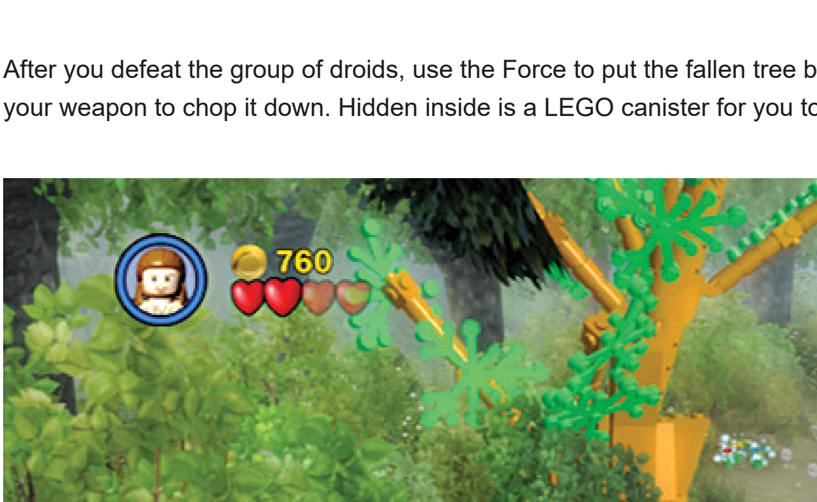
The green lush surface of Naboo is in turmoil. The Trade Federation attack has begun, sending the planet's inhabitants into a panic.

Gungans and battle droids run all over the place, and a defensive Gungan isn't a good conversation partner. If you want to find out who's in charge down here, you must proceed with caution and watch out for those laser blasts.

Take the path ahead that cuts straight through the forest. Before you run off, however, use the Force to uproot the flowers and plants nearby that might be hiding LEGO studs.

Use your lightsaber to dismantle any battle droids that stop their attack on the planet to attack you. After you find all the studs nearby, head down the trail.

Freeplay Area



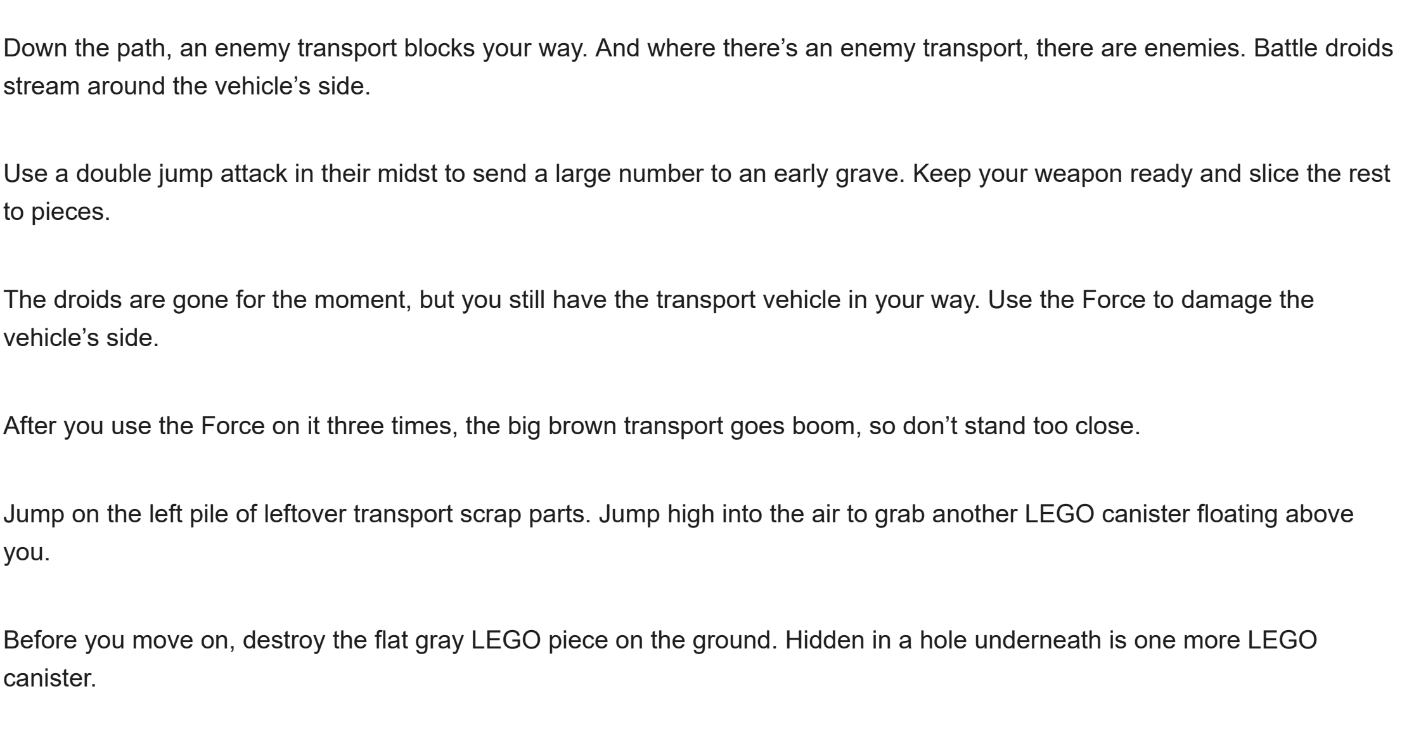
Shortly after the trail begins, you find a little clearing to the path's right. Use the Force to stack the three LEGO pieces together.

Jump to the stack's top and switch to a character with a blaster, such as Captain Panaka, to fire at the target on the tree. After you get a direct hit, a LEGO canister appears near the tree; collect it.

Follow the main trail; use the Force on the plants as you go. If a battle droid takes a potshot at you, take him down. When you reach a fallen tree blocking your path, a large group of battle droids run out to greet you.

Do a double jump attack in the center of their group. Use your lightsaber to pick off any stragglers.

After you defeat the group of droids, use the Force to put the fallen tree back together. When the tree is whole again, use your weapon to chop it down. Hidden inside is a LEGO canister for you to collect.



Use the Force to get that fallen tree out of your way and in a better location to chop down

Down the path, an enemy transport blocks your way. And where there's an enemy transport, there are enemies. Battle droids stream around the vehicle's side.

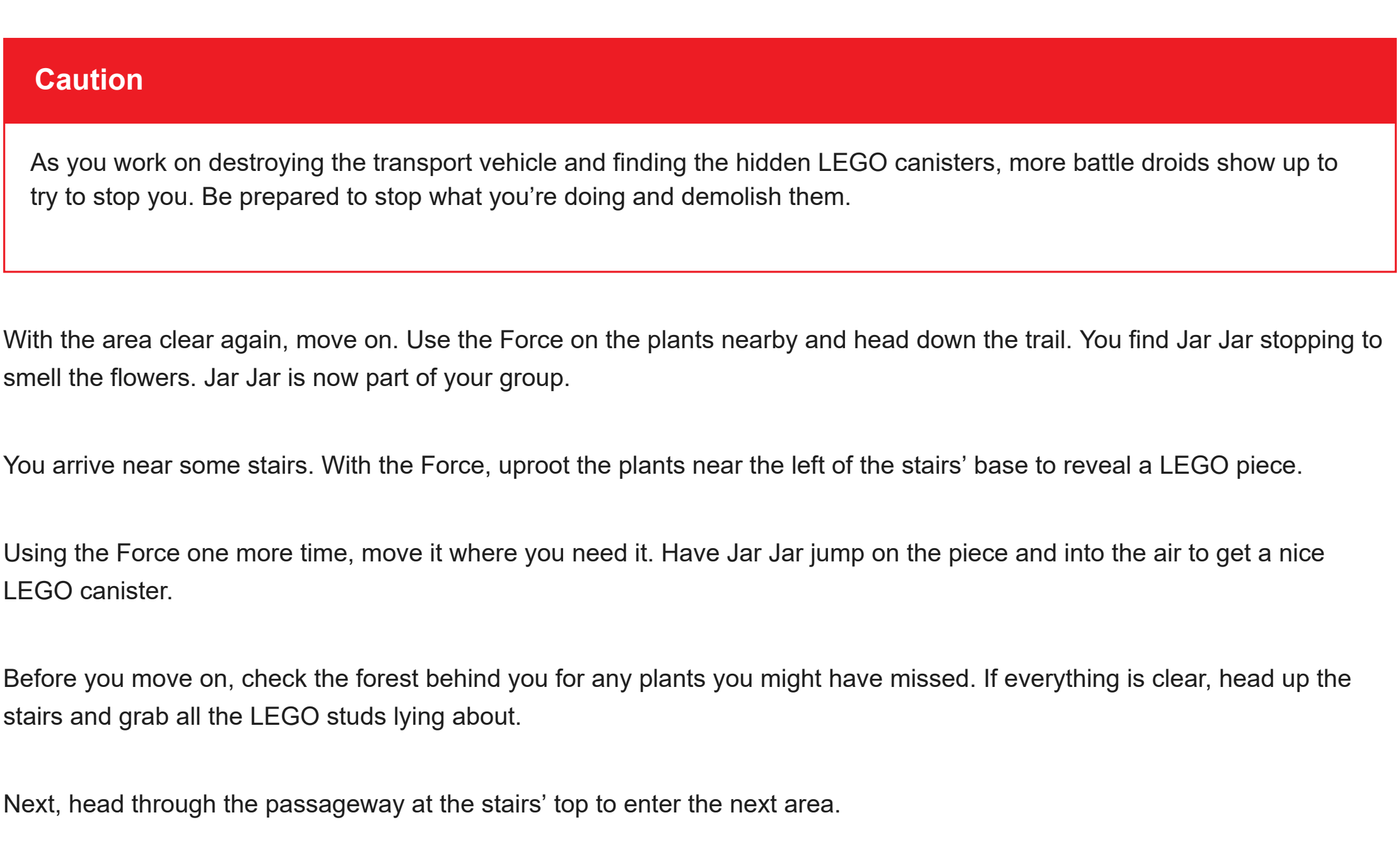
Use a double jump attack in their midst to send a large number to an early grave. Keep your weapon ready and slice the rest to pieces.

The droids are gone for the moment, but you still have the transport vehicle in your way. Use the Force to damage the vehicle's side.

After you use the Force on it three times, the big brown transport goes boom, so don't stand too close.

Jump on the left pile of leftover transport scrap parts. Jump high into the air to grab another LEGO canister floating above you.

Before you move on, destroy the flat gray LEGO piece on the ground. Hidden in a hole underneath is one more LEGO canister.



Use part of the wreckage to jump in the air and grab a LEGO canister.

Caution

As you work on destroying the transport vehicle and finding the hidden LEGO canisters, more battle droids show up to try to stop you. Be prepared to stop what you're doing and demolish them.

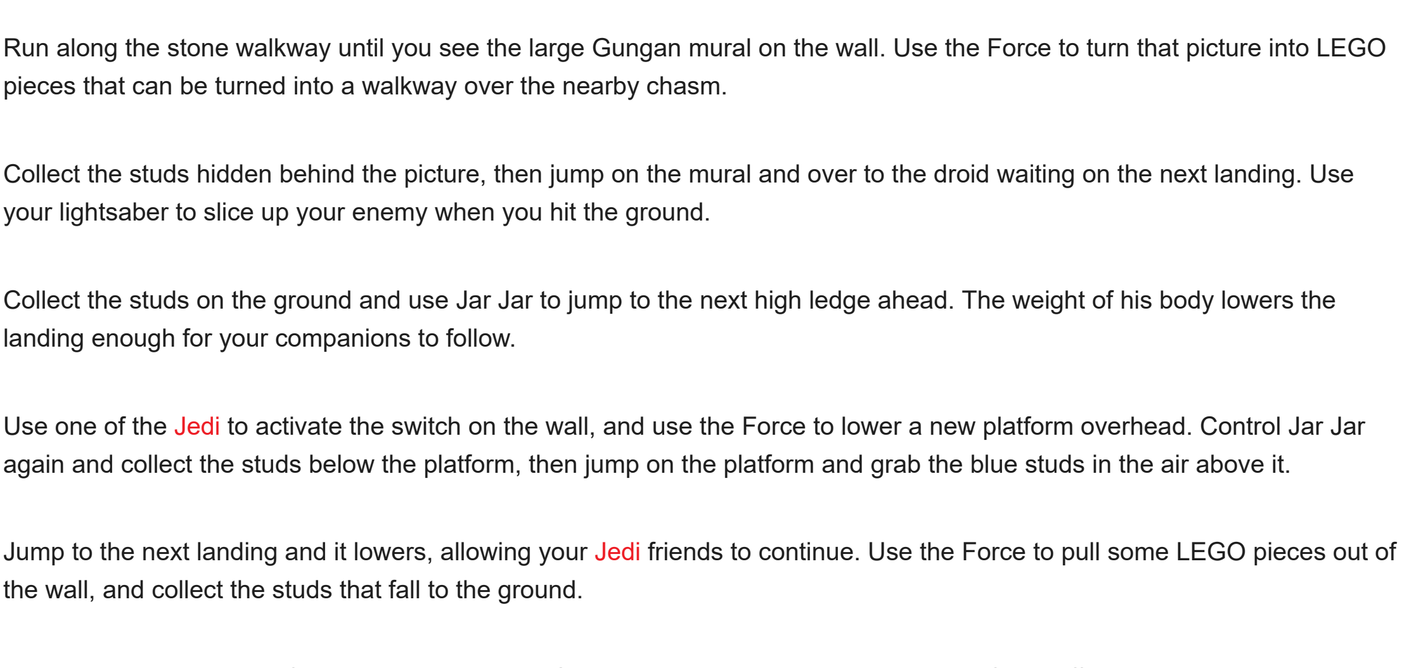
With the area clear again, move on. Use the Force on the plants nearby and head down the trail. You find Jar Jar stopping to smell the flowers. Jar Jar is now part of your group.

You arrive near some stairs. With the Force, uproot the plants near the left of the stairs' base to reveal a LEGO piece.

Using the Force one more time, move it where you need it. Have Jar Jar jump on the piece and into the air to get a nice LEGO canister.

Before you move on, check the forest behind you for any plants you might have missed. If everything is clear, head up the stairs and grab all the LEGO studs lying about.

Next, head through the passageway at the stairs' top to enter the next area.



Uprooting plants and flowers can reveal lots of hidden studs, but it can also reveal LEGO parts you can move with the Force.

Run along the stone walkway until you see the large Gungan mural on the wall. Use the Force to turn that picture into LEGO pieces that can be turned into a walkway over the nearby chasm.

Collect the studs hidden behind the picture, then jump on the mural and over to the droid waiting on the next landing. Use your lightsaber to slice up your enemy when you hit the ground.

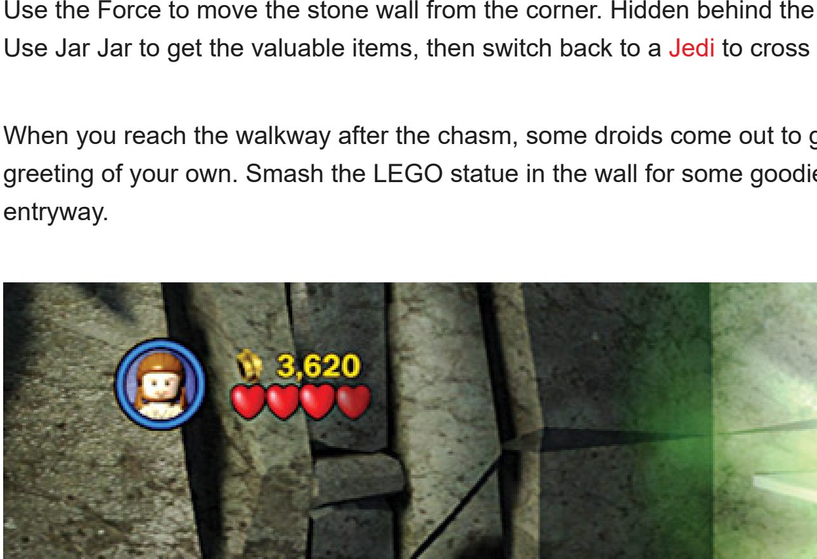
Collect the studs on the ground and use Jar Jar to jump to the next high ledge ahead. The weight of his body lowers the landing enough for your companions to follow.

Use one of the Jedi to activate the switch on the wall, and use the Force to lower a new platform overhead. Control Jar Jar again and collect the studs below the platform, then jump on the platform and grab the blue studs in the air above it.

Jump to the next landing and it lowers, allowing your Jedi friends to continue. Use the Force to pull some LEGO pieces out of the wall, and collect the studs that fall to the ground.

Now jump to the next platform to lower it as well. Collect the studs hidden in the alcove of the cliff wall and on the ground.

Freeplay Area



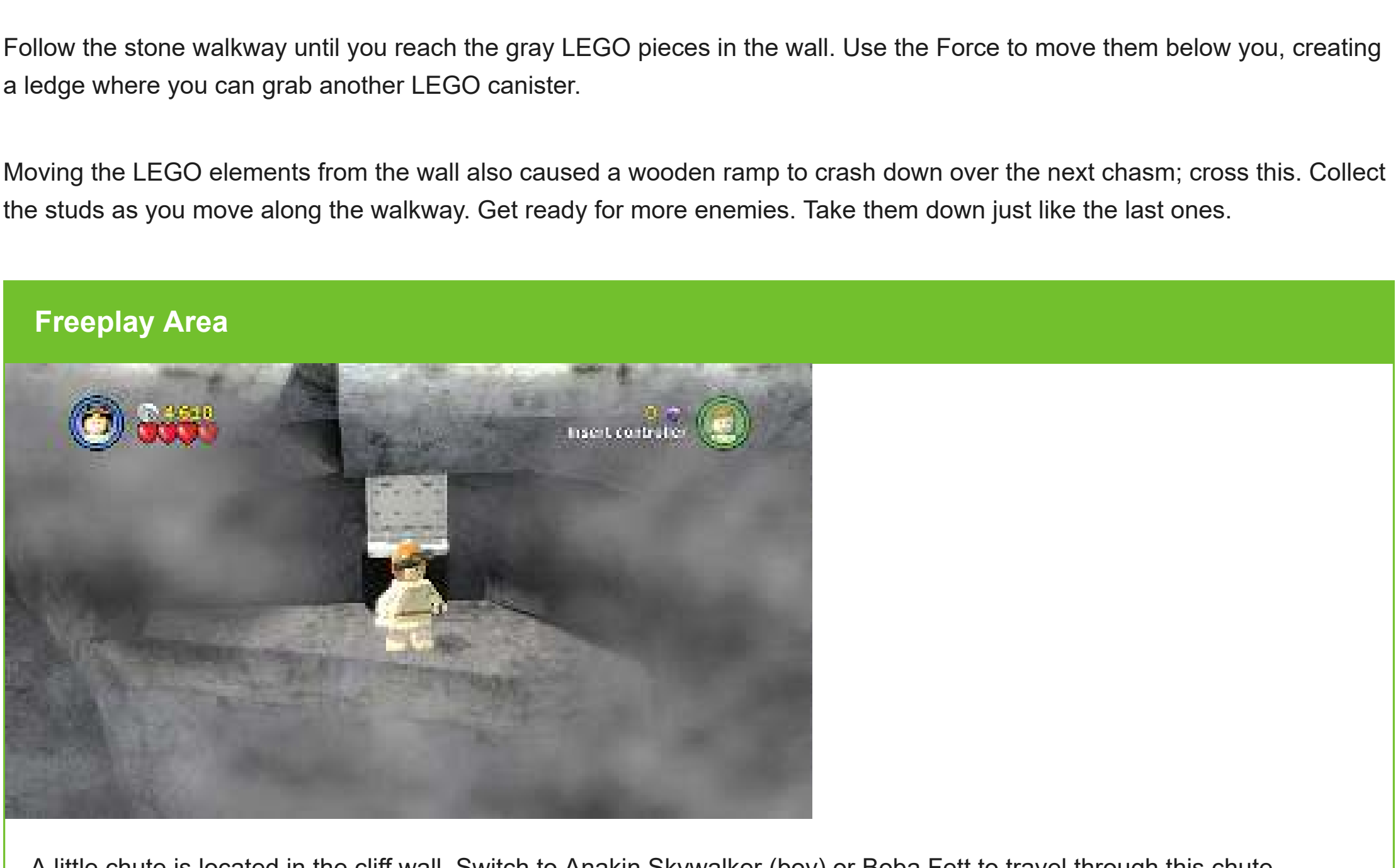
Once the small platform lowers, a cave is revealed with an activation panel. Use a bounty hunter to access the panel and a wall opens up to the right with a red power brick for you to collect.

Using Jar Jar, jump to the next platform to lower it for your friends. When it starts to lower, jump back the way you came because battle droids are waiting to light you up.

Use one of the Jedi to cut your enemies to pieces, and collect all the LEGO studs when it is clear.

Use the Force to move the stone wall from the corner. Hidden behind the wall are a LEGO canister and some LEGO studs. Use Jar Jar to get the valuable items, then switch back to a Jedi to cross the next chasm.

When you reach the walkway after the chasm, some droids come out to greet you. Use your lightsaber to give them a greeting of your own. Smash the LEGO statue in the wall for some goodies, then follow the walkway through the next entryway.

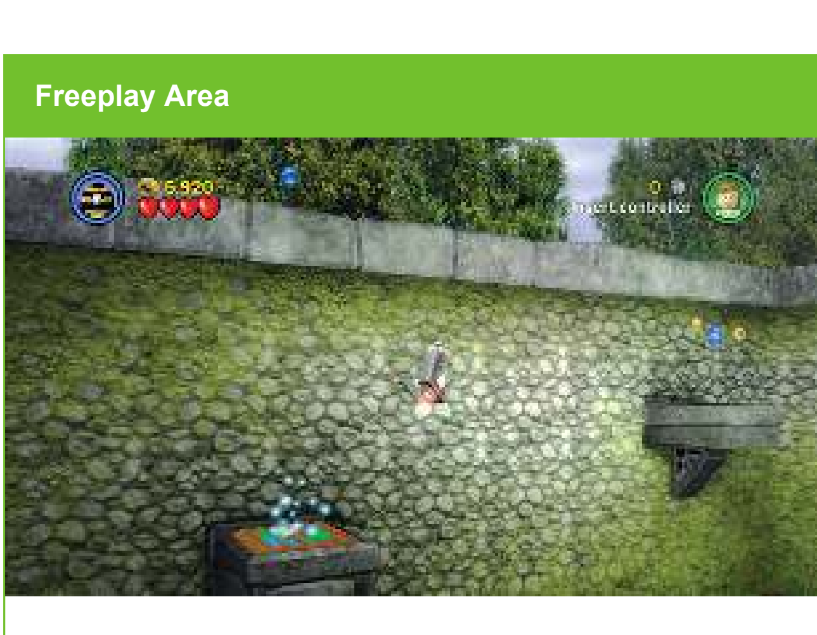


Use the Force to move the LEGO wall to create a usable platform and reveal another LEGO canister.

Follow the stone walkway until you reach the gray LEGO pieces in the wall. Use the Force to move them below you, creating a ledge where you can grab another LEGO canister.

Moving the LEGO elements from the wall also caused a wooden ramp to crash down over the next chasm; cross this. Collect the studs as you move along the walkway. Get ready for more enemies. Take them down just like the last ones.

Freeplay Area



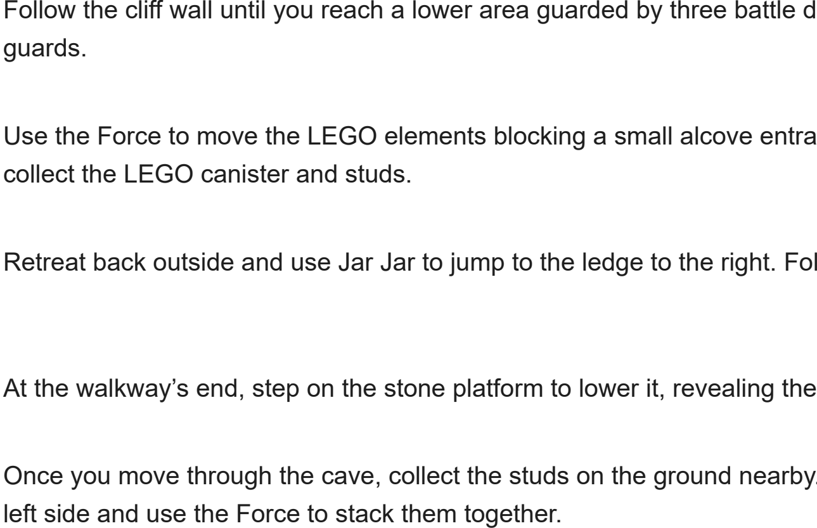
A little chute is located in the cliff wall. Switch to Anakin Skywalker (boy) or Boba Fett to travel through this chute.

The short trip takes you to a lower ledge where you can pick up a LEGO canister. Jump back into the chute to return to the walkway above.

More battle droids wait for you in a muddy pond. Use your lightsaber to deflect any gun blasts back at the shooter. When the droids are gone, grab all the studs you find.

Use the Force to move some scraps on the ground to form a platform on the nearby tree; Jar Jar can now jump into the air and grab a blue stud.

Freeplay Area



Nearby, a transport vehicle is stuck. Stand back and use a thermal detonator on the shiny metal part of the vehicle to blow it up. With the vehicle gone, proceed into the next area. Stand on the box along the left wall.

Your partner will use the Force to lift the box in the air where you can collect a blue stud. While still in the air, use an astromech droid to fly to a small corner in the back for some more studs.

Grab the blue studs above the statue head lying in the water. After you collect all the studs in the area, return through the entryway.

Follow the cliff wall until you reach a lower area guarded by three battle droids. Your lightsaber makes quick work of those guards.

Use the Force to move the LEGO elements blocking a small alcove entrance in the cliff. Move inside the little alcove and collect the LEGO canister and studs.

Retreat back outside and use Jar Jar to jump to the ledge to the right. Follow the walkway above, collecting studs as you go.

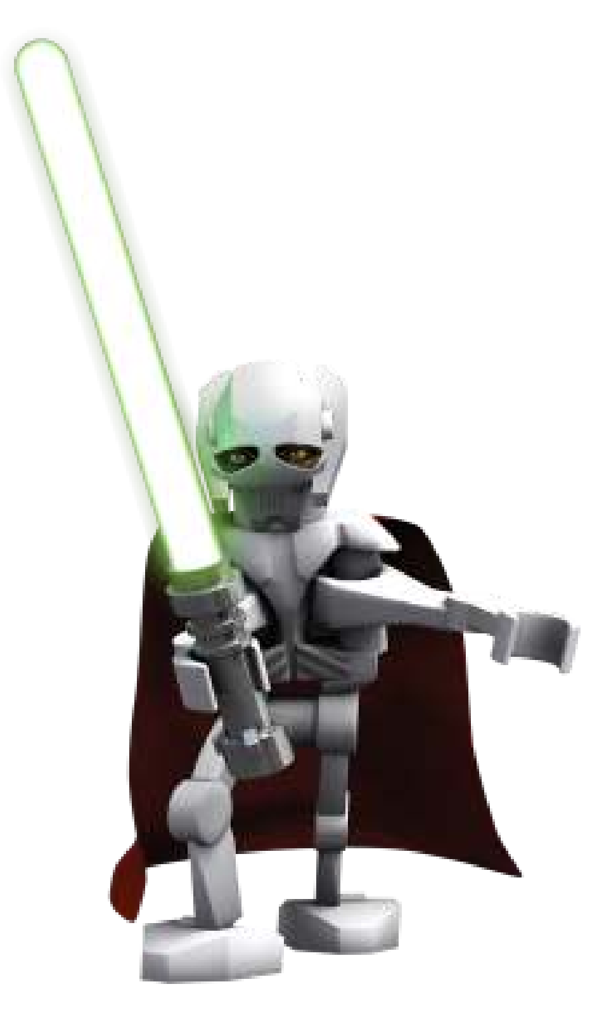
At the walkway's end, step on the stone platform to lower it, revealing the cave entrance to the next area; go through.

Once you move through the cave, collect the studs on the ground nearby. Next, move to the LEGO elements on the area's left side and use the Force to stack them together.

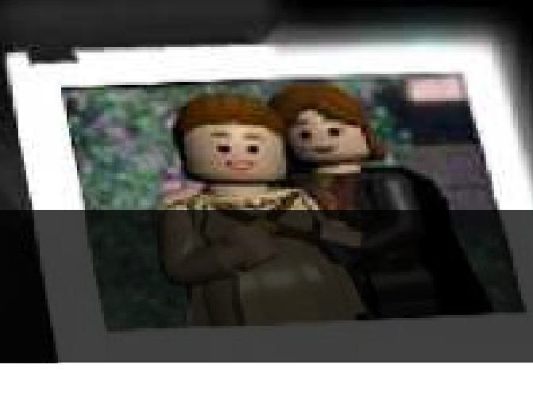
Start by moving the legs, then the torso, and put the head on last. As you try to put the LEGO creature together, waves of battle droids attack you. Keep your weapon handy and deflect any shots that come your way.

Always stop what you're doing and protect yourself when enemies attack. After all three LEGO parts are stacked together in the correct order, a LEGO canister appears for you to collect.

After you collect that LEGO canister and the droids are momentarily gone, move about the area and use the Force on the plant life to reveal more studs. Collect all the LEGO studs in the area, then run for the water ahead and into safety.

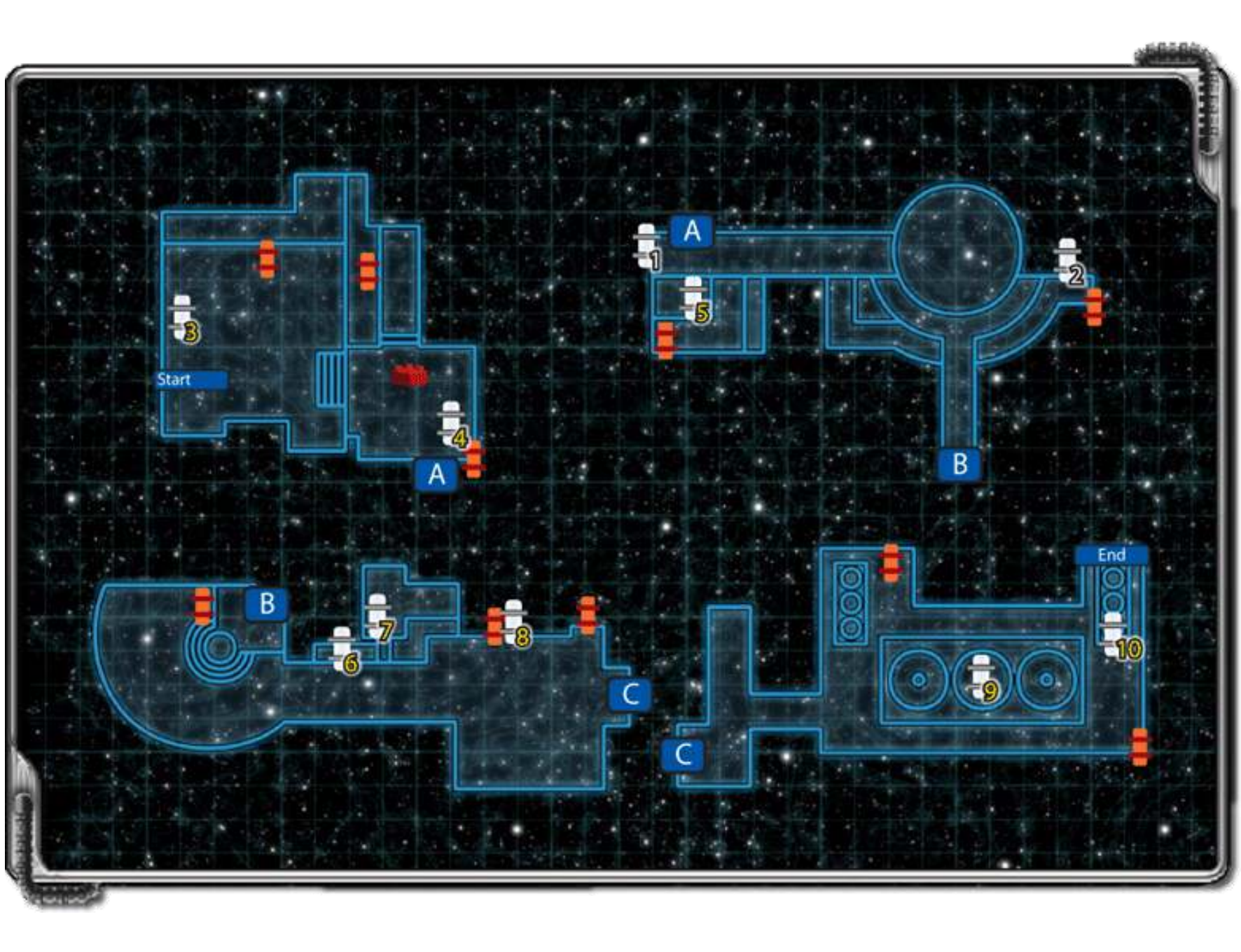


After you stack the LEGO creature together, a canister is revealed.



Episode I: The Phantom Menace

Chapter 3: Escape from Naboo



LEGEND

- 1 After you enter the area after the large puzzle of Amidala on the ground, run toward the screen instead of forward down the steps.
- 2 Drop two stories down the left side of the building. Run along the walkway at the bottom all the way to the right.
- 3 After you destroy the large brown doors, use the Force to create three boxes out of the LEGO pieces from the wall. Use the Force to stack them along the left wall. Use a super jump character to jump to the top of the stack and then jump high into the air.
- 4 Use the Force to turn the LEGOs in the back wall into a ledge. Jump on your new creation and use the Force again to create another ledge above you. Switch to a super jump character and jump to the newly formed ledge above you. Once there, switch to an astromech droid so you can hover along the wall to the right.
- 5 Use an astromech droid to hover to the landing to the left. Use a blaster character's ascension gun to get to the ledge above. Take out the droidekas, then use your ascension gun to get to the next ledge above you. Finally, use a dark Force character to pull the plants out of the planter boxes then smash the boxes to pieces.
- 6 Use the Force on all the guard rail sections.
- 7 Use a small character to climb through the wall chute to get to a ledge above. Run up the stairs to the left and double jump into the air when you get to the left corner of the landing.
- 8 Starting from the ledge with the wall chute, double jump to another ledge to the right. Use thermal detonators on the windows to blast them to pieces then enter the room beyond. Use the Force to fix the picture on the back wall and you will be rewarded.
- 9 Smash the four trees around the center dome then use the Force to stack the gray LEGOs that were under each tree. Jump to the top of the stack and use a double jump character to jump high into the air.
- 10 After you step on all the red switches on top of the three large domes, the three mini domes on the far right side will open up. Use a thermal detonator on the shiny metal frame over the first mini dome.
- Assemble the puzzle on the ground in the correct order.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

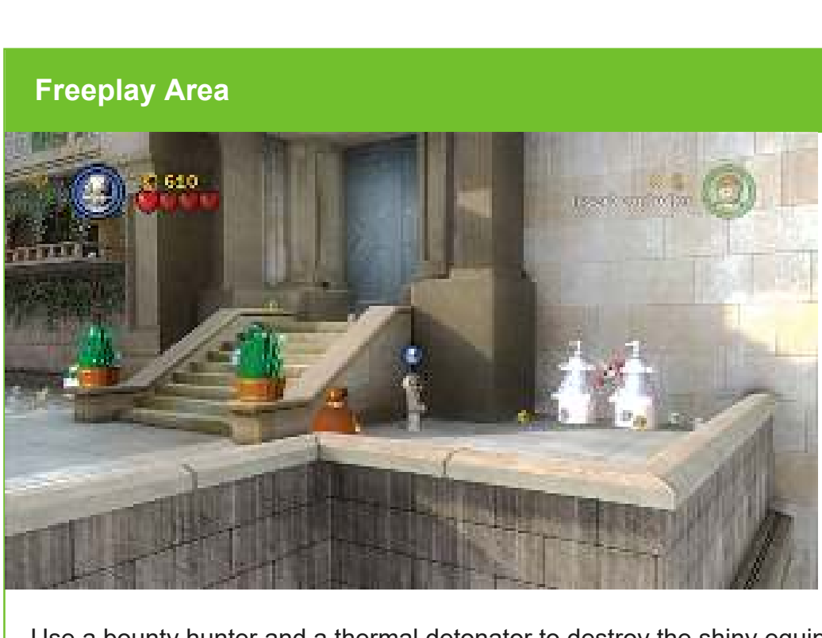
After the Queen is freed, Qui-Gon, Obi-Wan, and Jar Jar split from the group.

Queen Amidala and Captain Panaka might have been safer in the custody of the battle droids because at least they weren't shooting at them. You must get out of the Royal Palace and off of Theed if you want to stay alive.

The courtyard where you start your escape already has droids shooting at you, but you are joined by some more of Theed's security force. Use your blaster to make short work of them.

Shoot the flower parts nearby to get some hidden studs, then run to the courtyard's other side. More battle droids await you, but after you blast them, collect the LEGO studs in the corner and up the stairs next to the building.

Freeplay Area



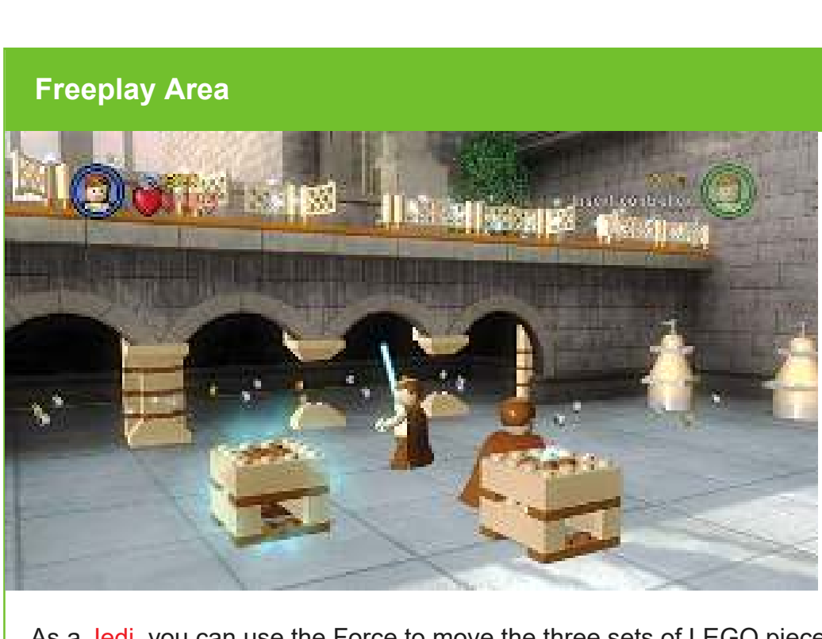
Use a bounty hunter and a thermal detonator to destroy the shiny equipment in the corner for some valuable goods.

In the distance you find four large doors in the wall. Shoot every part of the door to find several hidden studs. Shooting the doors also reveals a room with even more studs for you to collect.

Caution

Battle droids on the walkways above keep shooting at you, so don't stay in one spot for too long.

Freeplay Area



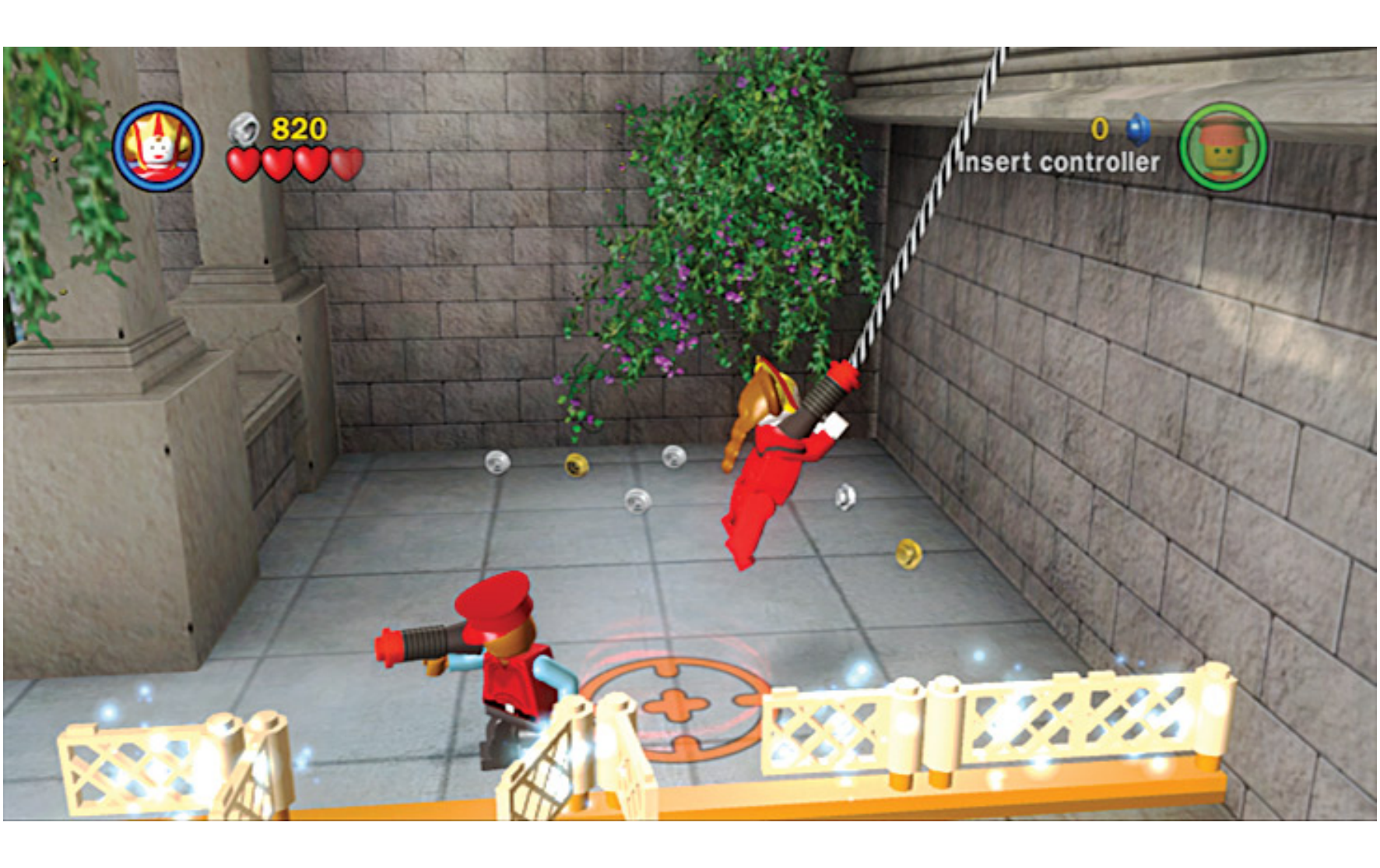
As a Jedi, you can use the Force to move the three sets of LEGO pieces stuck in the wall to create three boxes on the ground.

When you have three boxes, use the Force to make a stack against the wall. Have a super jump character jump to the stack's top and into the air to get a LEGO canister.

Next to the doors is a red circle on the ground; this lets any of the Theed inhabitants use their special grappling hook ability to reach higher levels.

Stand in the circle and grapple to the next walkway where you can shoot the battle droids shooting at you. Shoot the guard rails along that walkway to find more hidden studs.

When you reach that walkway's end, more droids run out to greet you. Put them down, grab the studs on the ground, and grapple to the next level.

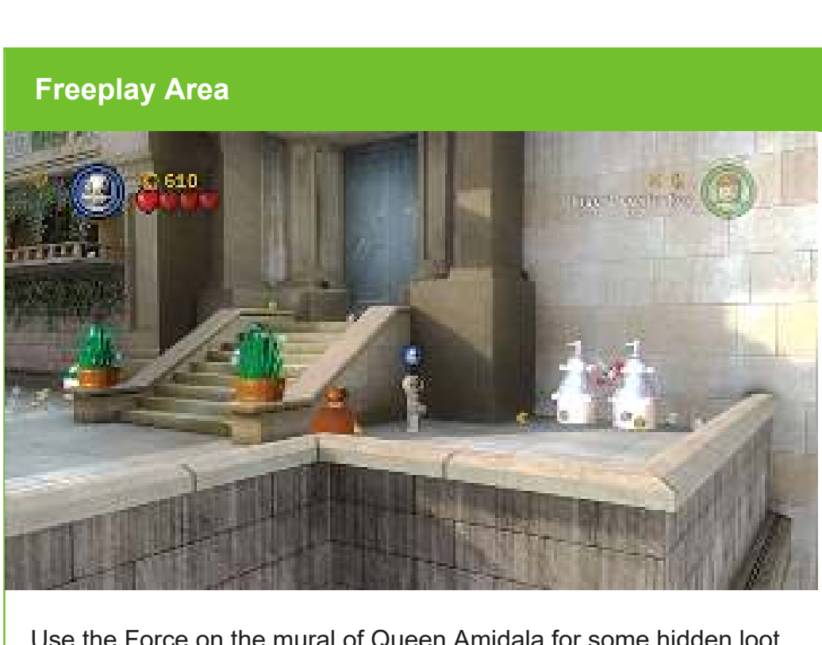


Use the grappling hook to get to hard-to-reach areas of the Royal Palace.

Destroy the two battle droids trying to toast you before you collect the LEGO studs on the ground. Shoot the potted plants to cause some major stud spillage.

Clear the ground of valuables, then shoot the glass windows along the wall. The breaking glass gives you hidden goods, and you can jump into the room beyond for even more studs.

Freeplay Area



Use the Force on the mural of Queen Amidala for some hidden loot.

Before you grapple up from the next red circle, jump down to the balcony below and shoot the droids. Collect the studs, then grapple back up to the walkway you just left. Stand on the red circle and grapple up one more level.

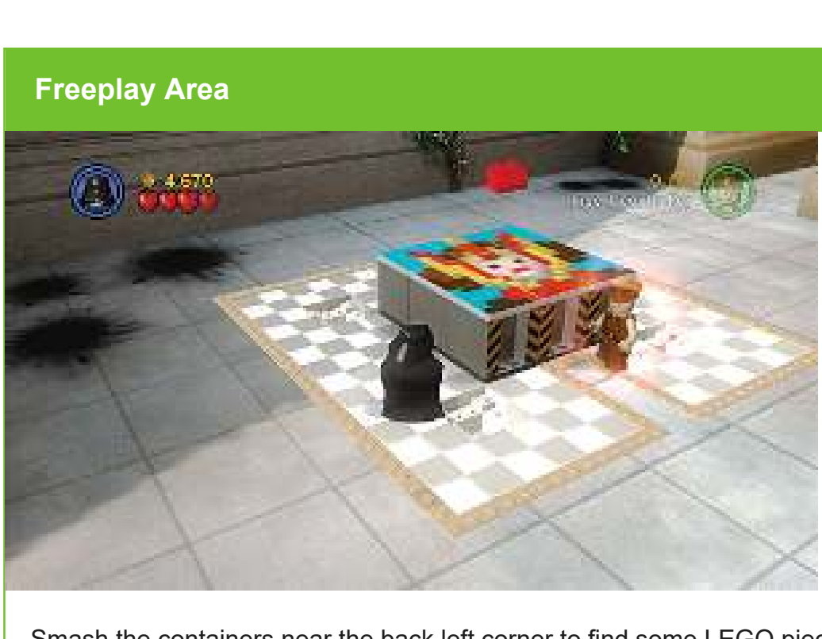
Quickly shoot all three battle droids; if you're low on health, collect any hearts they might drop.

Next, shoot the potted plants for studs and the two windows in the area. Clear out any more studs you find in the back room and grab the power up on the ground.

Another red circle lets you grapple to the next area, which is crawling with enemy droids. You don't have any means to block the shots, so go on the offensive.

Charge in, blasting away, and grab the hearts that spill from the droids' broken body parts. Shoot the pots and containers in the area for studs, then blast two more droids that charge in from the entrance on the right.

Freeplay Area



Smash the containers near the back left corner to find some LEGO pieces for you to work with to create a piece to the puzzle in the center of the area.

Switch to a bounty hunter and use a thermal detonator to blow up the shiny metal containers along the back wall.

The explosion leaves behind some loose pieces for you to assemble into a puzzle piece. Then use the dark side of the Force to pull the plants out of the planter box along the right wall for some valuable studs.

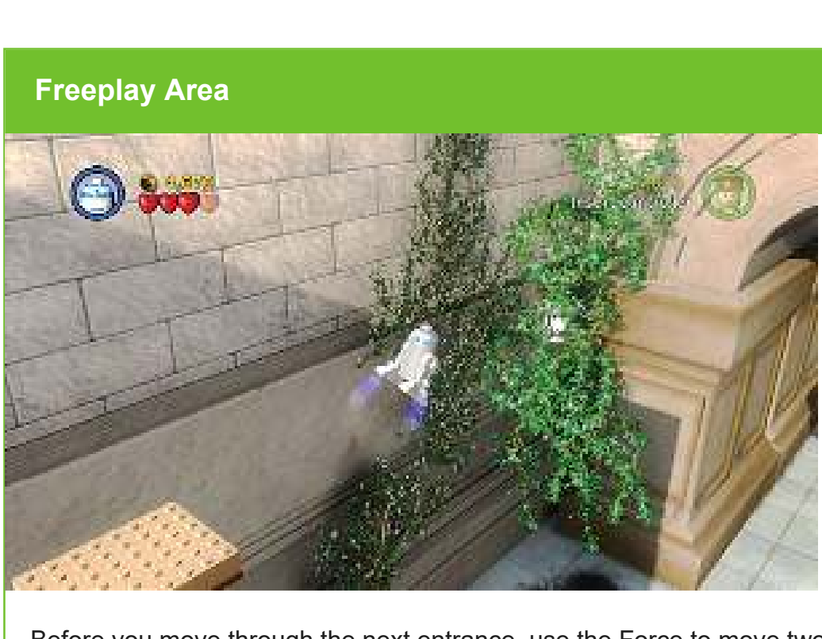
With the plants gone, smash the planter box and assemble the pieces left behind into another puzzle piece.

Once all the missing puzzle pieces are back on the board, you can put the thing together. There are four slots on the puzzle board for the pieces to go in. First, slide the bottom left piece to the top right corner.

Next, slide the bottom right piece to the top left corner and the top right piece to the bottom left corner. Finally push the top left piece into the bottom right corner.

Once all the puzzle pieces are correctly in the slots in the ground you can use the Force to assemble the puzzle. After the fourth and final piece is in place, a red power brick appears over the puzzle for you to collect.

Freeplay Area



Before you move through the next entrance, use the Force to move two sets of LEGO pieces stuck in the wall to create two floating platforms. Use Jar Jar to jump to the top one.

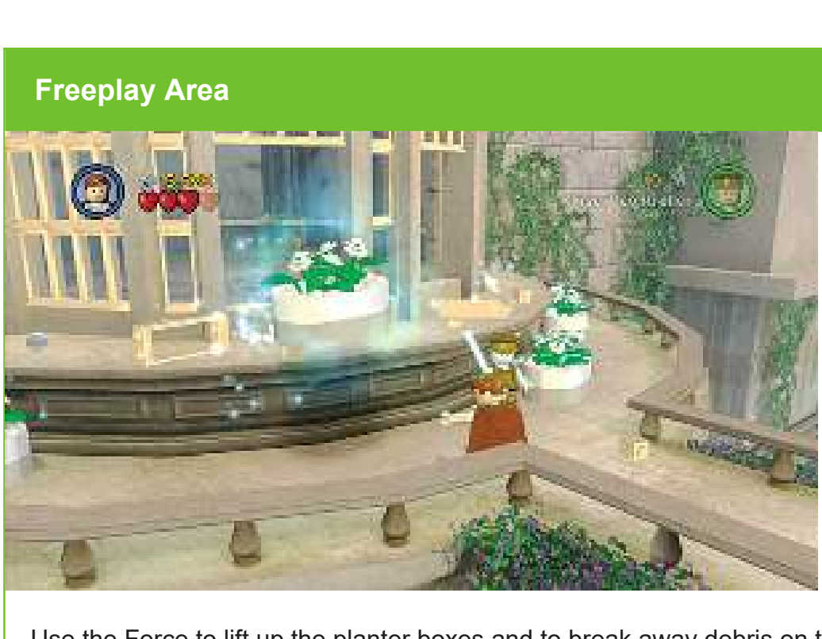
From there, have one of the astromech droids hover out to the right where you can nab a floating LEGO canister.

After you enter the next area, run toward the screen to find a LEGO canister and studs. While you're there, shatter the potted plants just for fun.

After you clean out that area, head down the stairs and shoot the battle droids at the bottom. Collect the LEGO studs on the ground as you go.

Collect studs in the next room and shoot out the windows for even more hidden treasure. Jump out one of the open windows and put down the battle droids guarding the area.

Freeplay Area



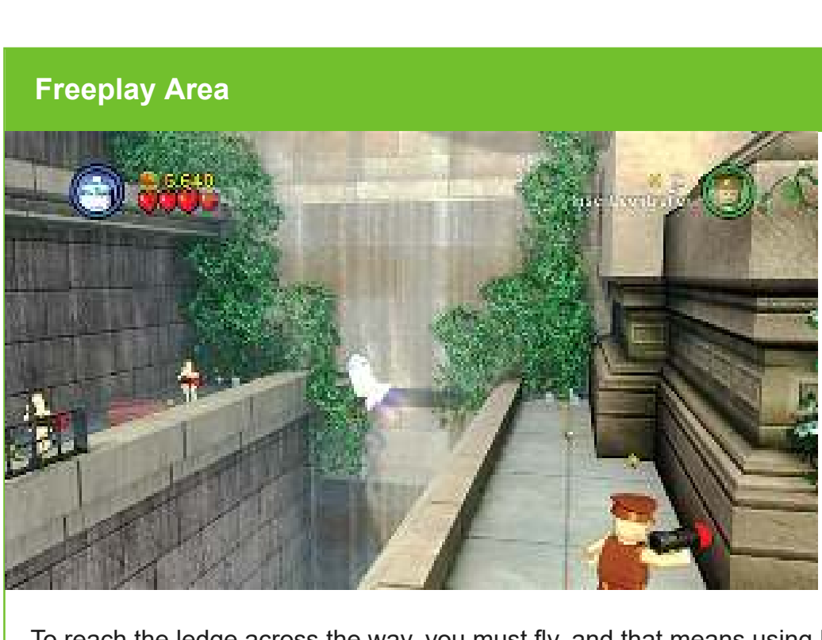
Use the Force to lift up the planter boxes and to break away debris on the ground to reveal hidden studs.

Run to the area's left side and drop to the walkway below. Grab the LEGO studs on the ground and in the small alcove, then shoot the potted plants for more studs. Fall to the next walkway below you and get ready for some action.

Destroy the three battle droids that charge you, then blast the ones that are on the ledge in the distance to the left.

After all is clear, follow the walkway to the right to collect the LEGO canister at the end of the walkway and grab the studs scattered about.

Freeplay Area



To reach the ledge across the way, you must fly, and that means using R2-D2 or R4-P17. When you reach the other side, switch to a Jedi with a lightsaber. Use your powerful weapon to put down the two droidekas that are around the corner.

After your enemies are scrap parts, collect the loose studs on the ground and use someone from Theed, such as Captain Panaka, to grapple to the level above you. Grab the LEGO canister, then use the dark side of the Force to pull up the plants.

Smash the flower pots and collect all the studs on the ground. With the area cleared, use the astromech droid to get back to the other side.

After you clear the bottom area of enemies and studs, return to the top level using your grappling hook. Follow the walkway to a closed gate.

Shoot the target on the wall next to the gate to open it. When the way is clear, run through the opening to the next area.

Grab the studs on the ground and shoot the green cage between the pillars. Grab the valuable blue stud and jump through the hole that was under the cage to rejoin Jar Jar, Qui-Gon, and Obi-Wan.

Unfortunately, they're in a big battle with more battle droids, so you're also in for a fight. Grab the power up on the stairs, and blast the droids until the last one falls to pieces.

Note

If you need to get back to the top level, shoot the two targets on the platform with the pillars. After you activate both targets, stand on the red switch on the middle platform. The switch turns green and the platform raises you up.

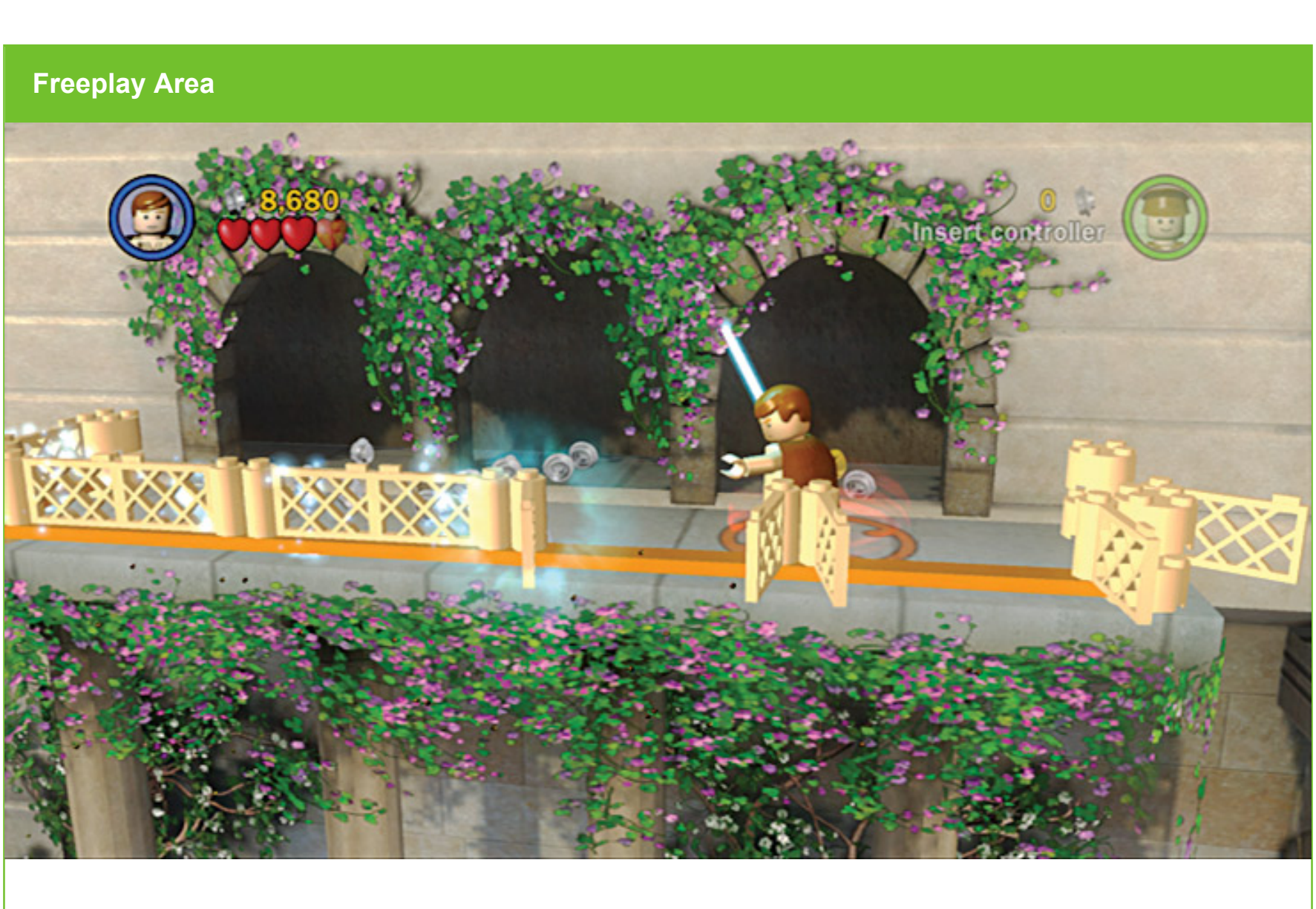
Run to the area left of the pillars from which you just dropped to find some studs. Canvas the area nearby and shoot the planter boxes to get more goodies.

Follow the raised walkway running along the back wall, collecting the LEGO studs on the ground and in the air as you go. Use your grappling hook to reach a higher walkway when you get to the red circle on the ground.

Run to the left, grab the blue stud, and pass the small chute in the wall, then head down the short flight of stairs.

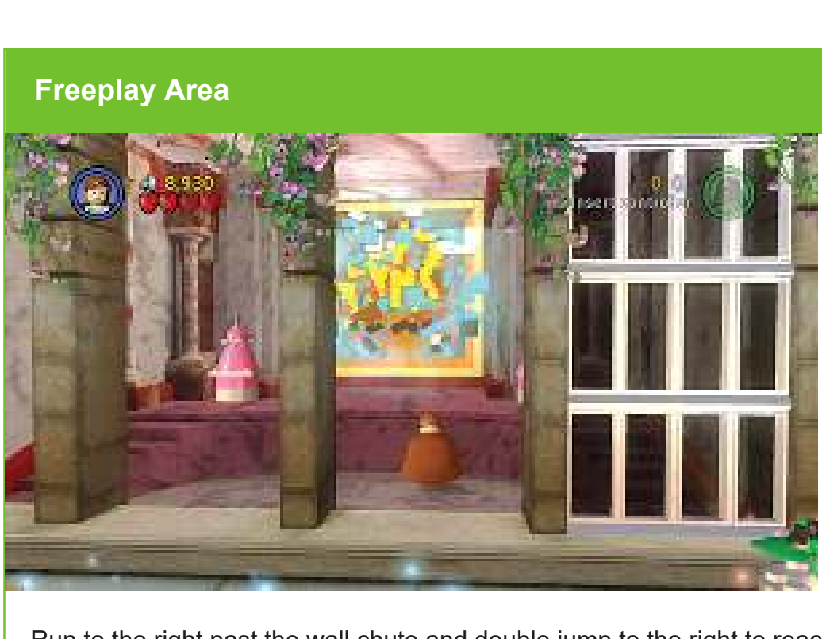
Use your grappling hook again to reach a balcony above you. Knock out the two droid guards with your blaster and collect the valuables on the ground.

Freeplay Area



Use the Force to move the guard rail on the balcony. After you move all the rails, a LEGO canister appears for you to collect.

Freeplay Area

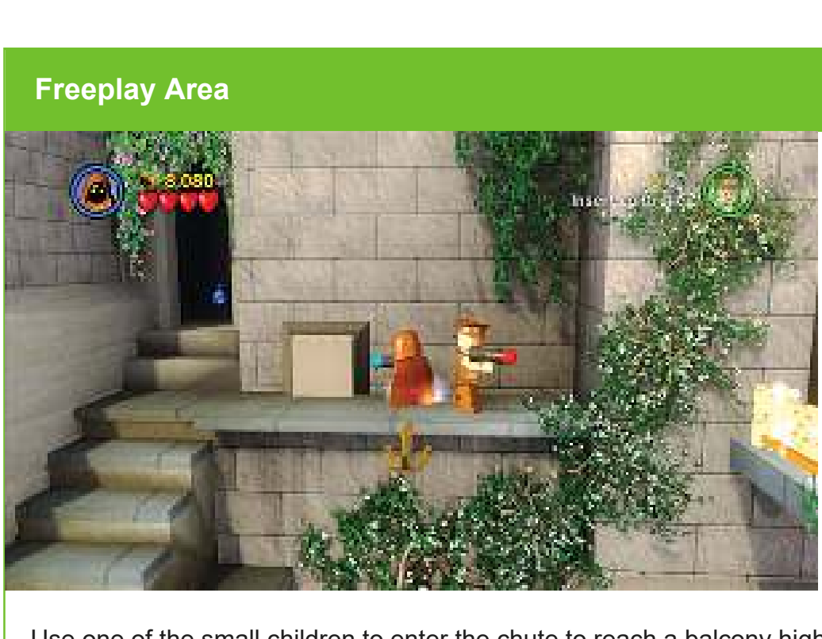


Run to the right past the wall chute and double jump to the right to reach a narrow balcony. Take out the droids and use the Force on the guard rails for some hidden goods.

Use the dark side of the Force on the plants and then smash the planter boxes for even more studs. Next use a thermal detonator on the shiny metal windows to break them open.

Head into the room beyond and use the Force to fix the big picture on the wall to reveal another LEGO canister.

Freeplay Area



Use one of the small children to enter the chute to reach a balcony high above the Royal Palace. Climb the stairs and grab the LEGO studs and canister at the top before returning through the chute.

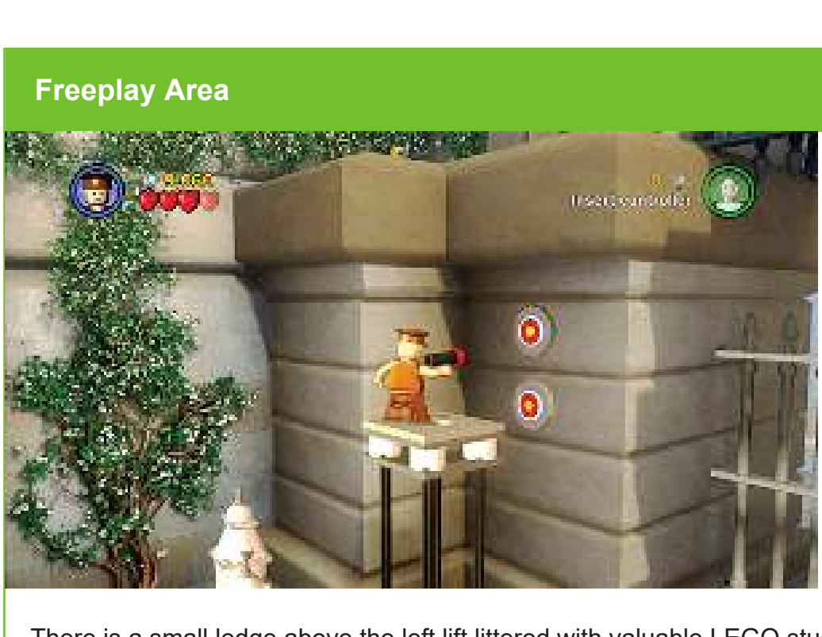
Drop down to the main walkway and follow the trail of studs to the right. This leads right into … a large group of battle droids! Smash the second green tree along the path to find a power up.

Switch to a Jedi and use your lightsaber to protect yourself from incoming blasts. Chop down your enemies when the laser fire dies down. After the last droid falls, smash the potted plants and pick up loose studs on the ground.

At the walkway's end are some large white containers. Smash the containers on both sides of the gate to get the lifts rising again.

Ride the lifts up so you can shoot the targets. After you hit all four targets and light them up, the gate opens and you can proceed.

Freeplay Area



There is a small ledge above the left lift littered with valuable LEGO studs. Use Jar Jar with his super jumping ability to jump off the left lift after it rises up to reach the ledge above.

In the next area, smash the flower pots and collect the studs on the ground nearby. Cross the narrow walkway to the right and fight the squad of battle droids on the other side.

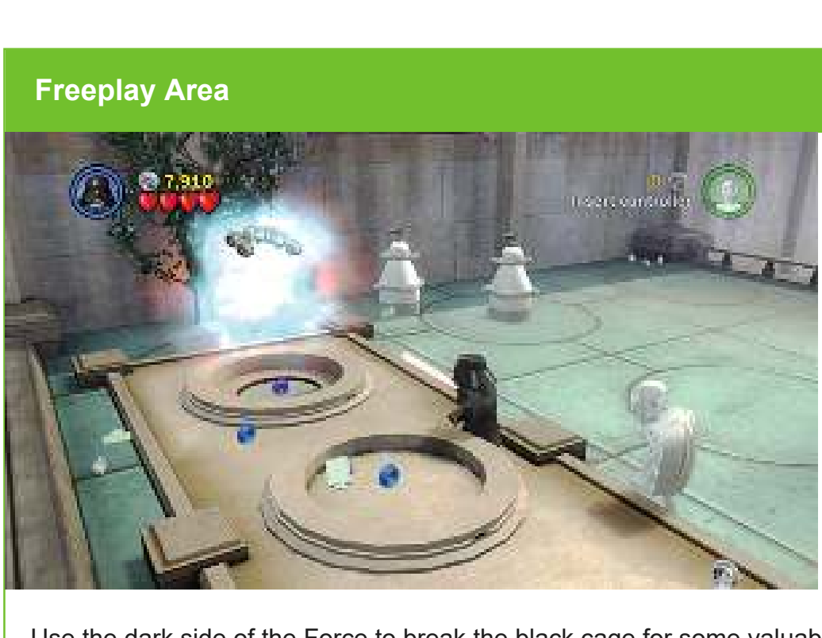
There are more dangerous droids around the area that you must take out before you can explore with ease. Walk along the area's back wall and take out another large group of droids.

Proceed slowly around the area and take out a few more little groups of battle droids that you encounter. When the last droid falls, you can roam freely.

The three large domes that cover the area's middle all have red switches at their tops. Step on each one to turn them green and open the three small domes on each side of the area.

Run to the area's left side to find three cages where the domes used to be. Smash the green cages to get valuable studs. Break open the white equipment nearby and grab any loose studs on the ground.

Freeplay Area



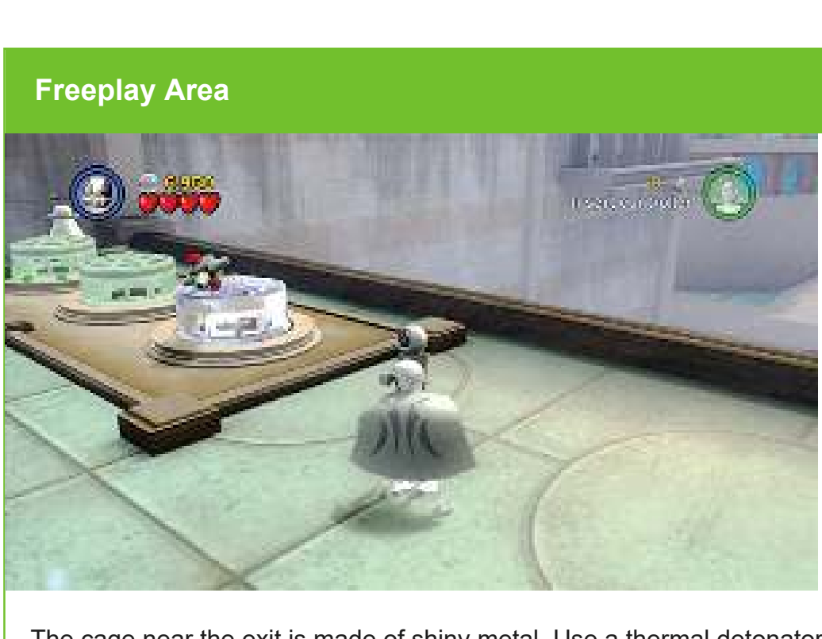
Use the dark side of the Force to break the black cage for some valuable studs. Then smash the four trees around the large center dome. After each tree is removed, use the Force to move the leftover gray LEGO piece to the top of the dome.

Stack all four gray pieces and then use a super jump character to jump to the top of the stack and then into the air for a LEGO canister.

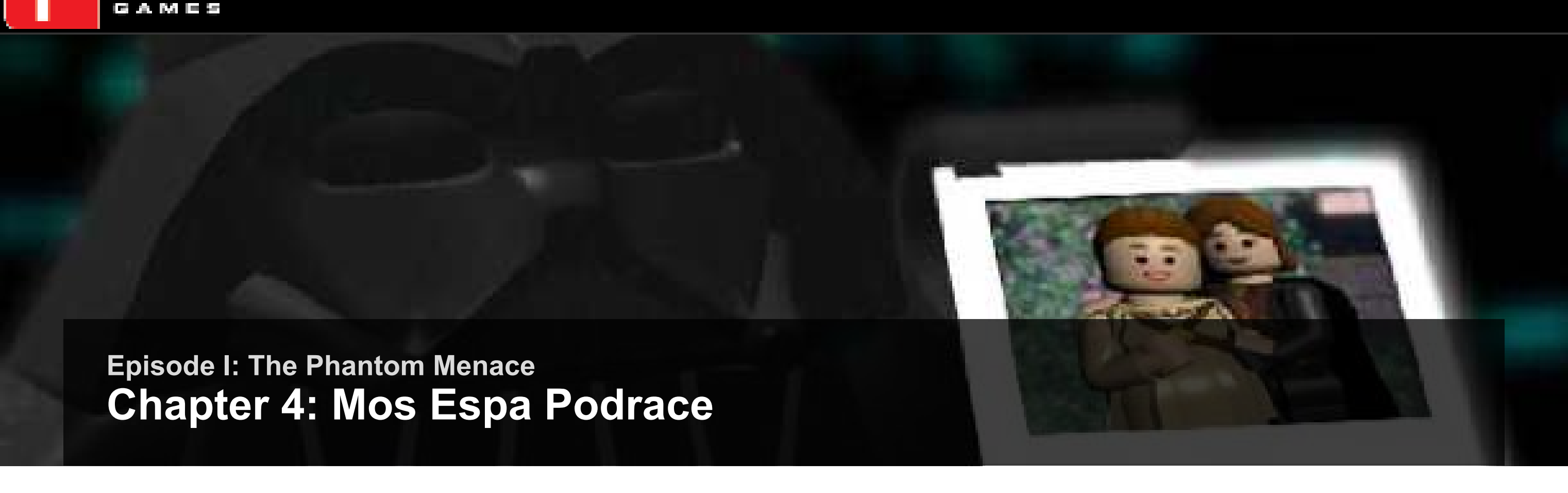
Work your way to the area's right side and use the Force on all the potted plants to search for more hidden studs. When you reach the right side, smash the white equipment in the back for hidden goods.

Next, smash some green cages and grab the studs underneath. After you smash the back cage, you fall through the hole underneath it to the level below and to the exit.

Freeplay Area

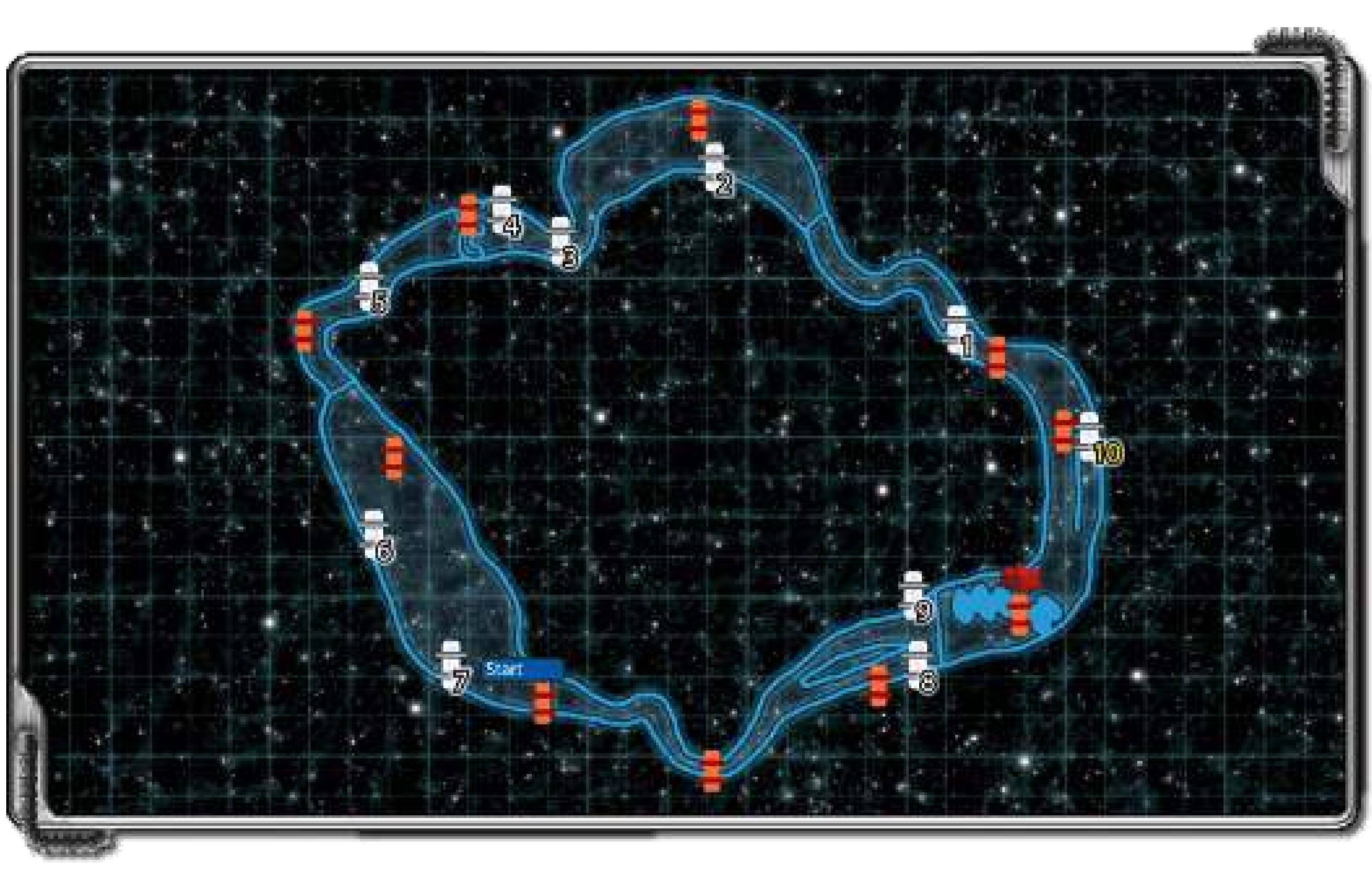


The cage near the exit is made of shiny metal. Use a thermal detonator to blow it to pieces and grab the LEGO canister that was hiding beneath it.



Episode I: The Phantom Menace

Chapter 4: Mos Espa Podrace



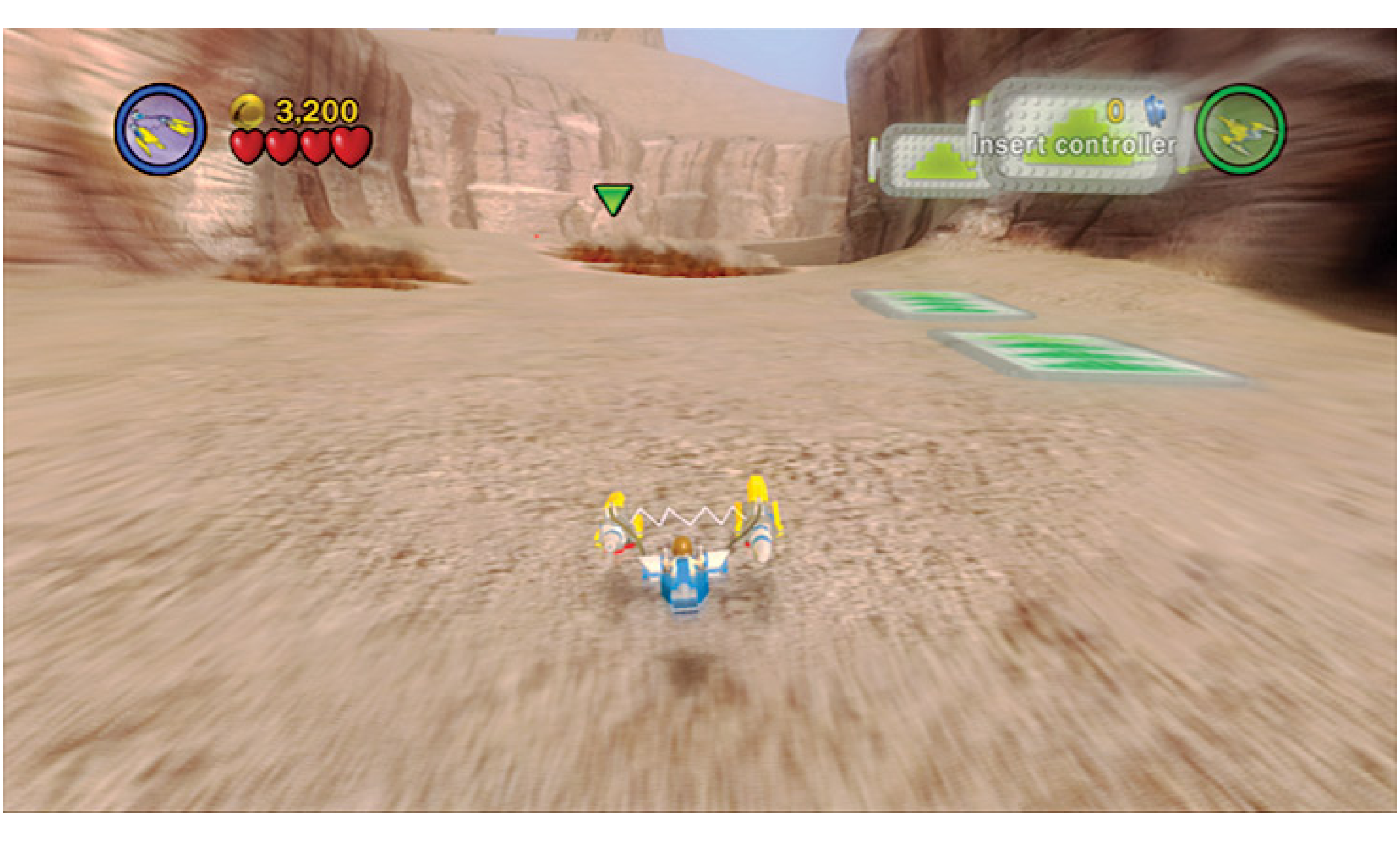
LEGEND

- 1 Run through the LEGO canister right before you exit the cave.
- 2 Stay close to the left wall as the Tusken Raiders fire at you.
- 3 In the narrow canyon just after the plain where the Tusken Raiders where firing at you.
- 4 Head through the right archway.
- 5 Located before a hill right after the arches.
- 6 On the right side of the final stretch after the second set of green boost pads.
- 7 Steer toward the right side of the track as you approach the start.
- 8 Keep going straight during your second lap after one of your opponents crashes.
- 9 On your third lap steer toward the right side before you drop down the cliff before the holes in the ground.
- 10 Steer up the right side of the trail with a TIE fighter all the way to the top.
- Race in between the pits after you drop from the cliff wall.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Lap 1



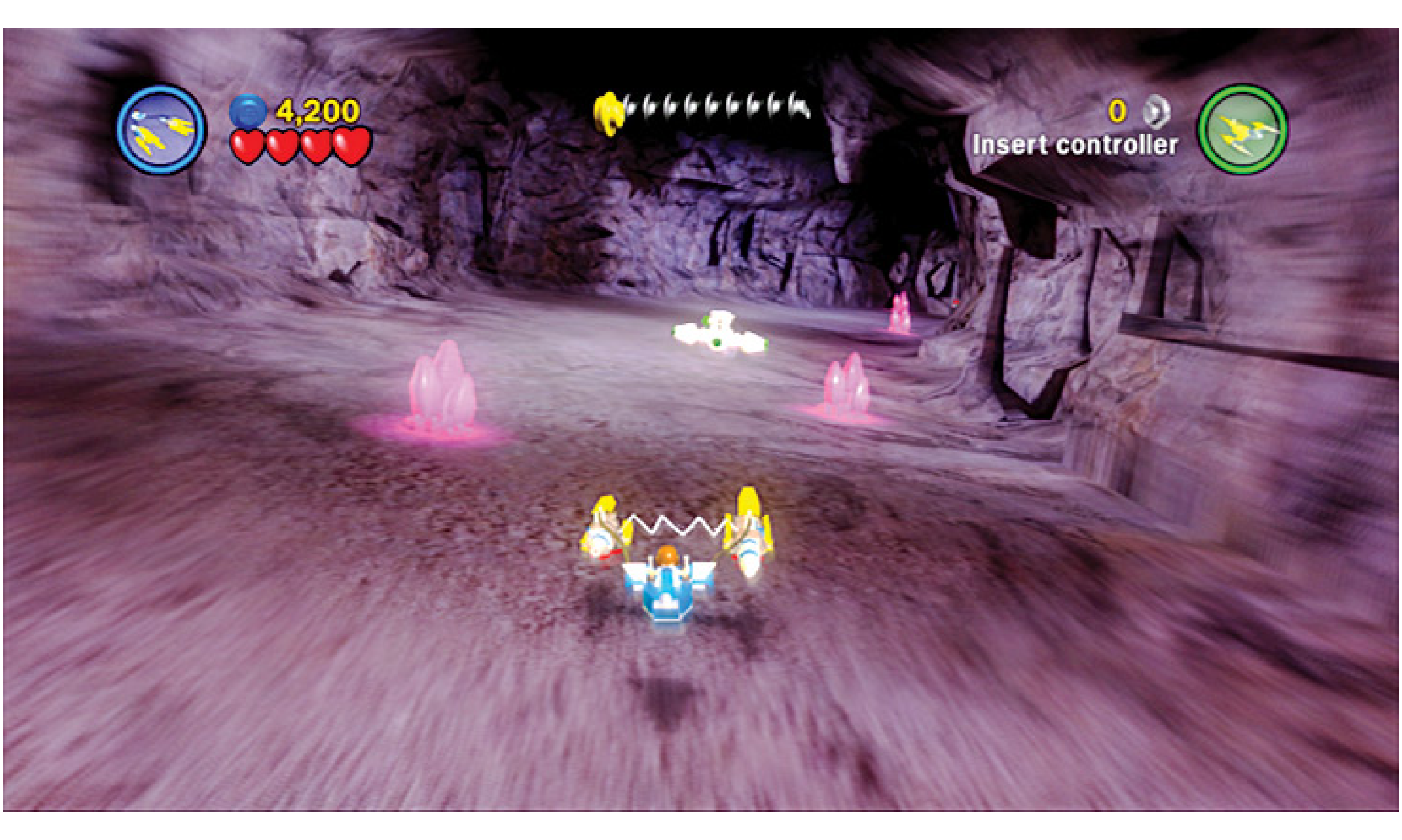
Follow the boost pads to the right; stay on the path as you head past the pits in the ground.

Note

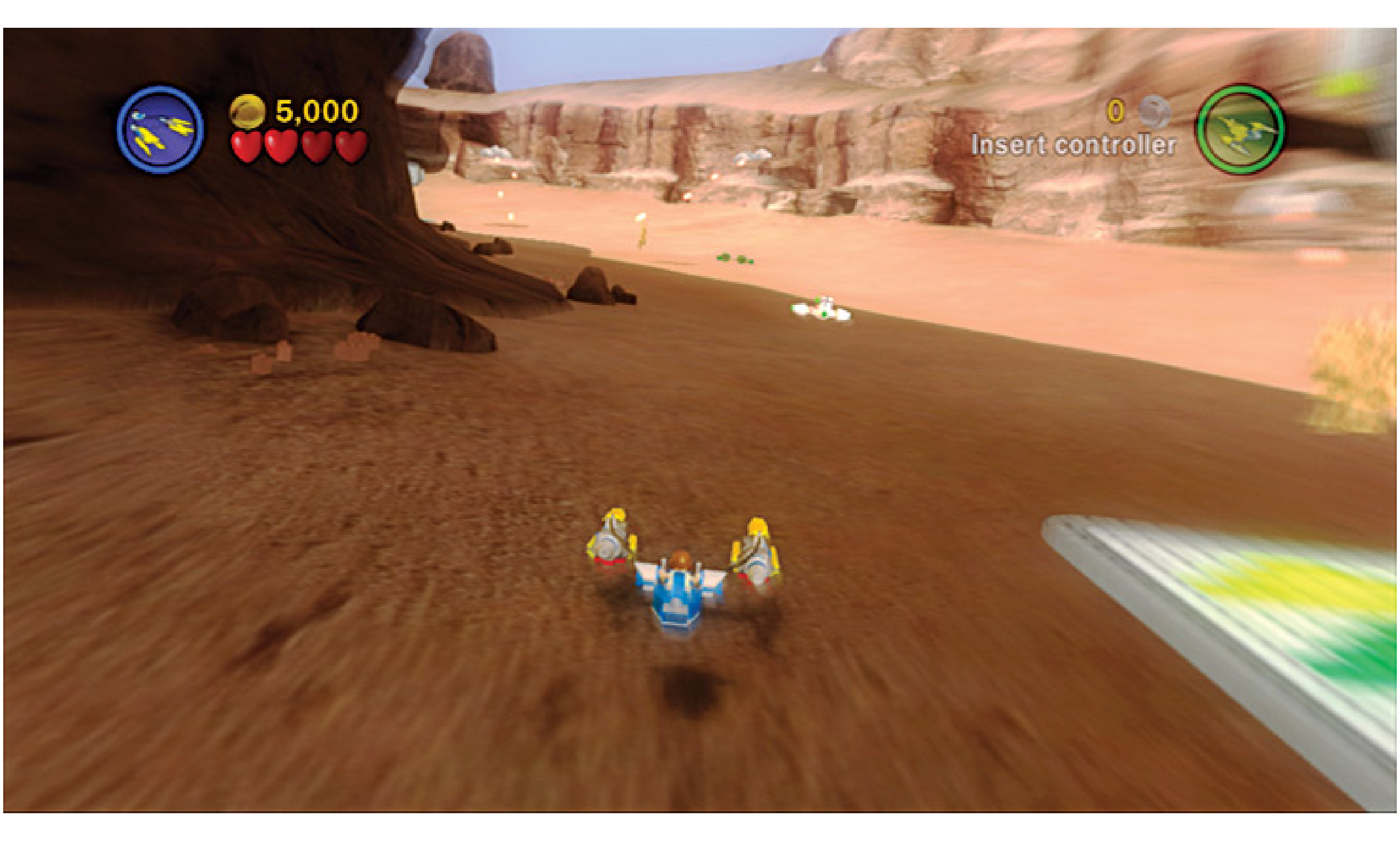
Finding enough LEGO studs to fill up the meter at your screen's top is a little harder on this mission. Crash through all the poles and fences you encounter.

Freeplay Area

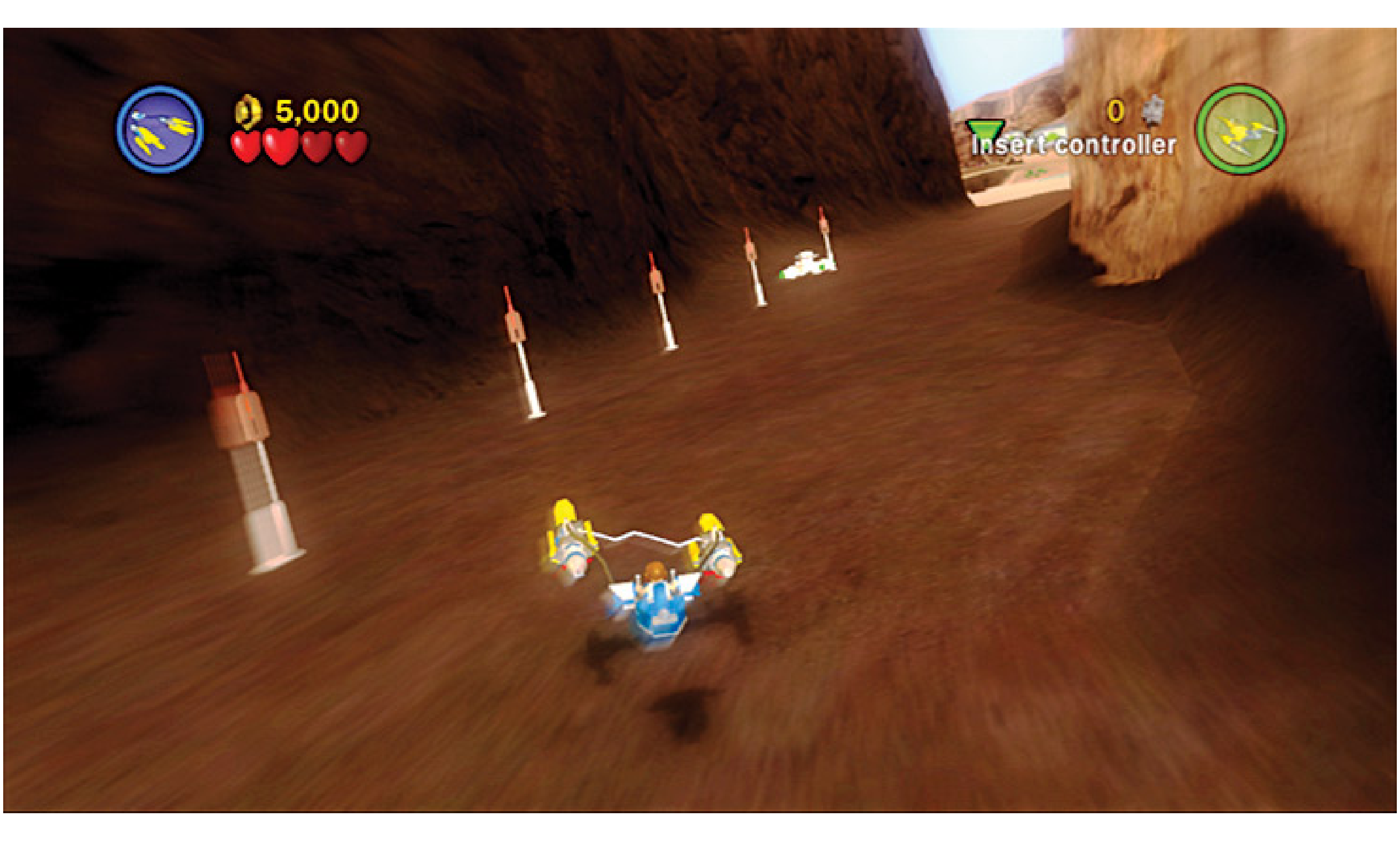
Use a TIE fighter to open the gate at the base of the ramp then head up the ramp; when you reach the top, steer left to grab a LEGO canister.



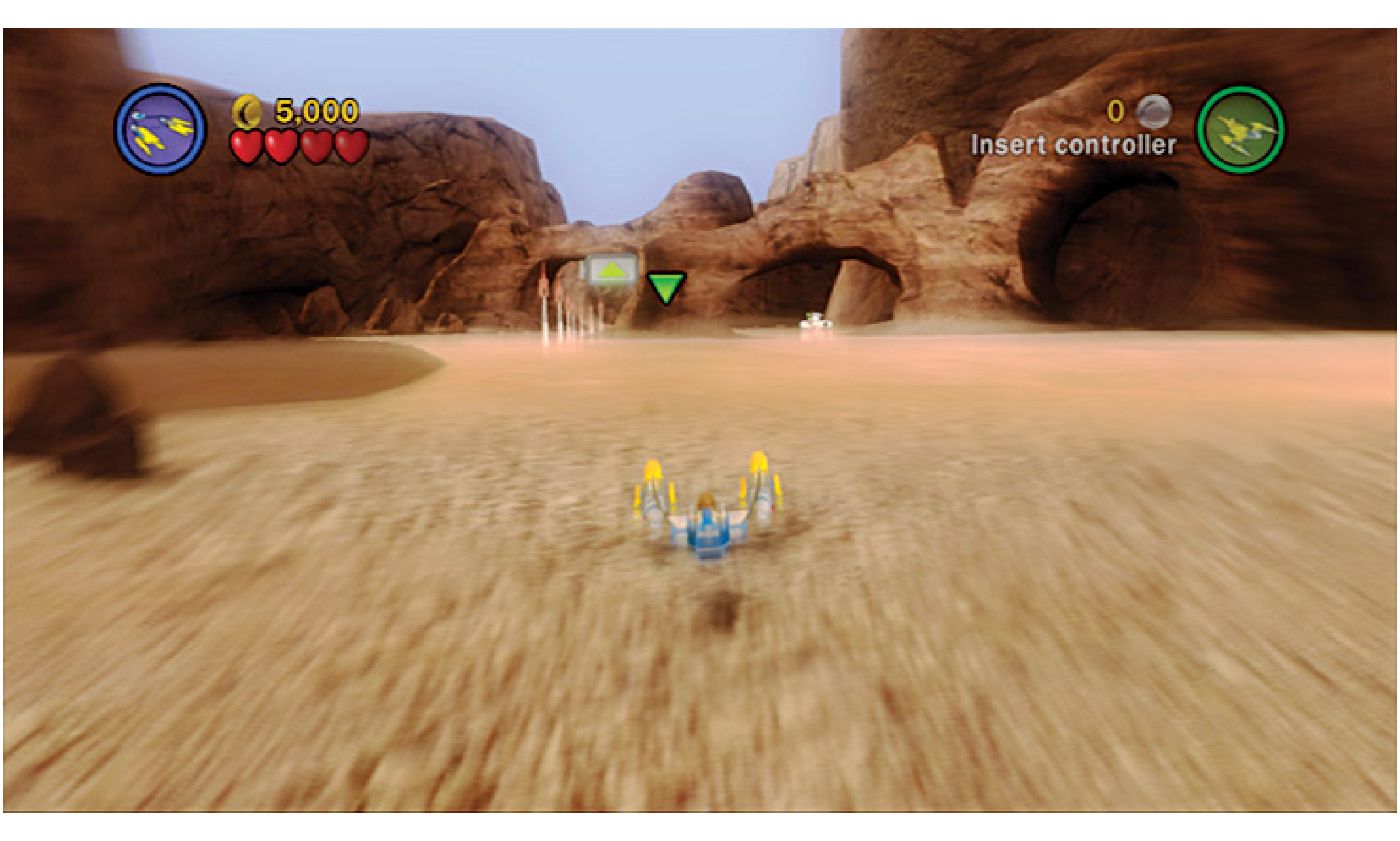
Smash the purple crystals as you speed through the cave, then collect the LEGO canister along the left wall before you exit.



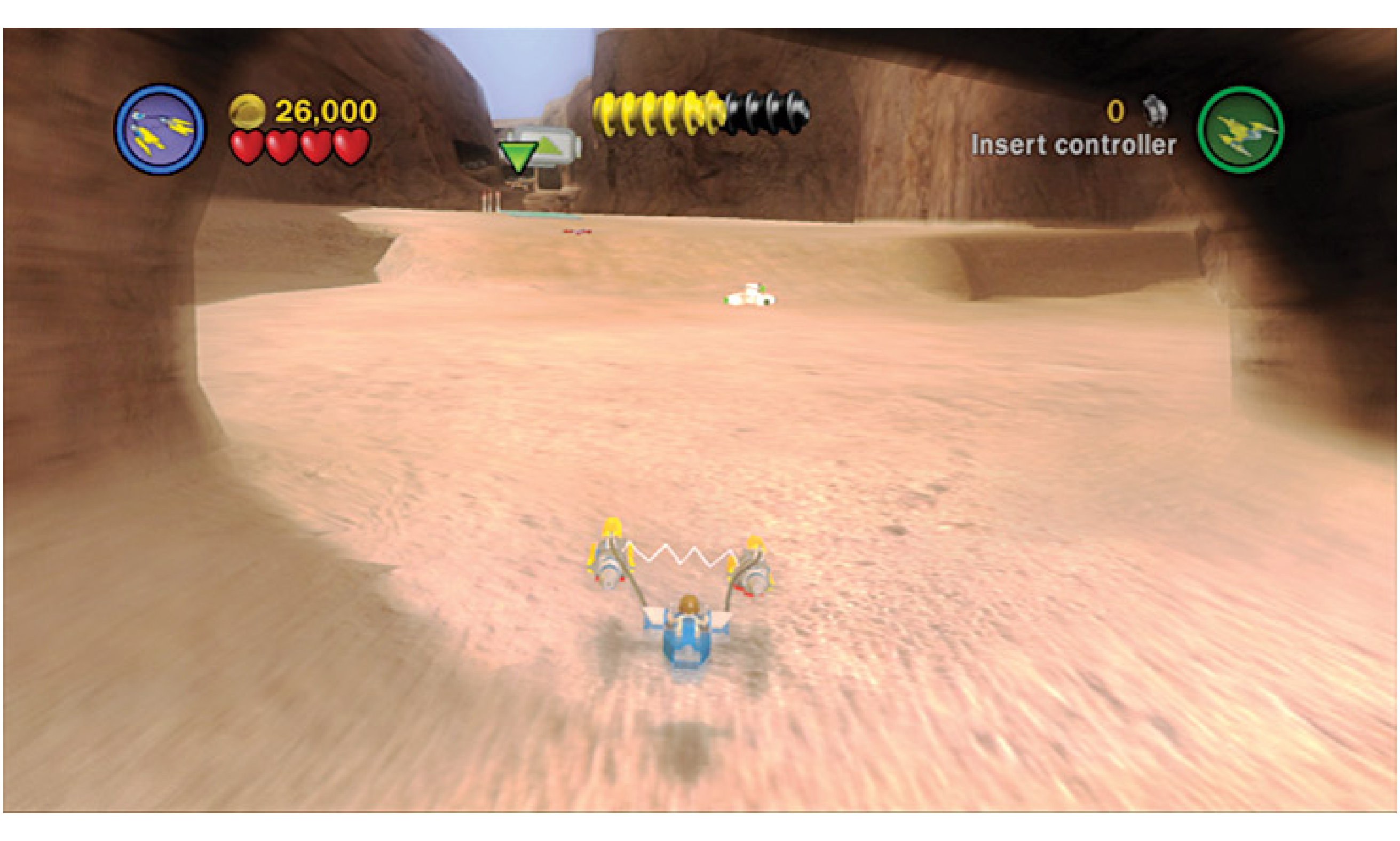
It might be scary to have those Tusken Raiders firing at you, but stay close to the right cliff wall and collect the next LEGO canister.



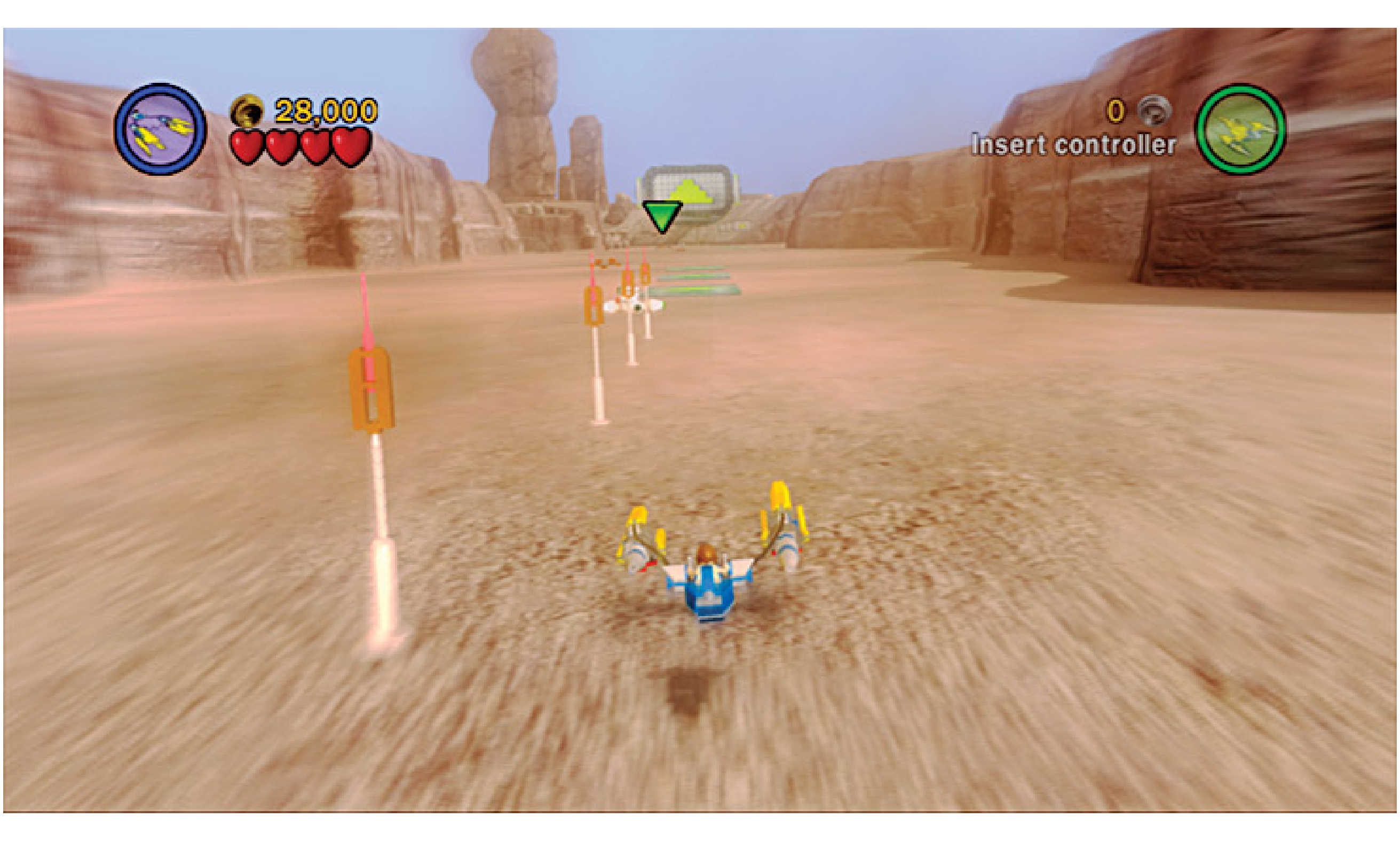
The trail bends to the right where you can smash some posts for studs and pick up another LEGO canister.



After you race over the next hill, steer through the right arch to pick up another valuable LEGO canister.



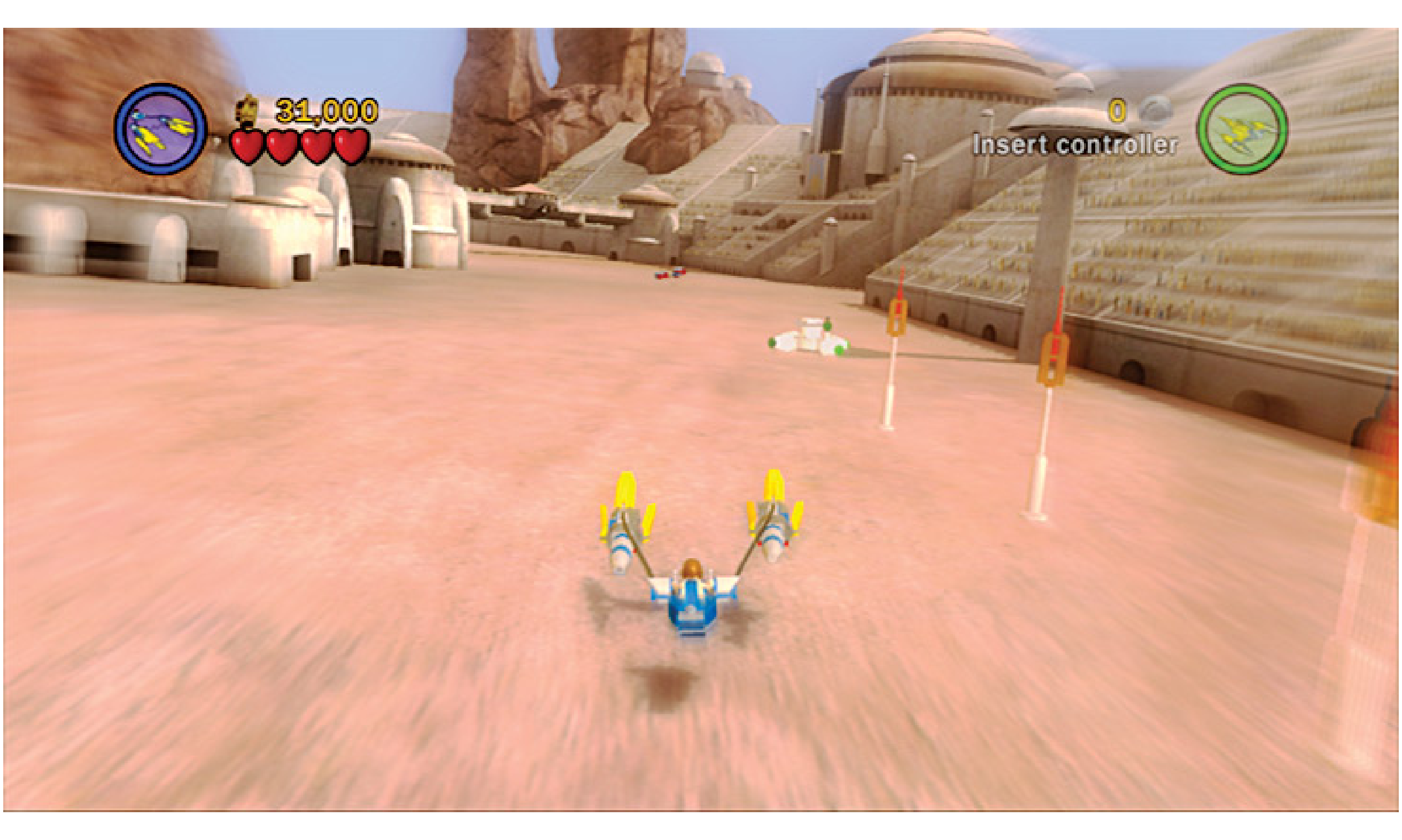
After you run through the series of arches, keep right and the next LEGO canister is yours.



After you hit the open area, move right to hit the first boost pad; then move right a little more to hit some posts and another green pad. Quickly steer left to run down more posts, followed by a LEGO canister.

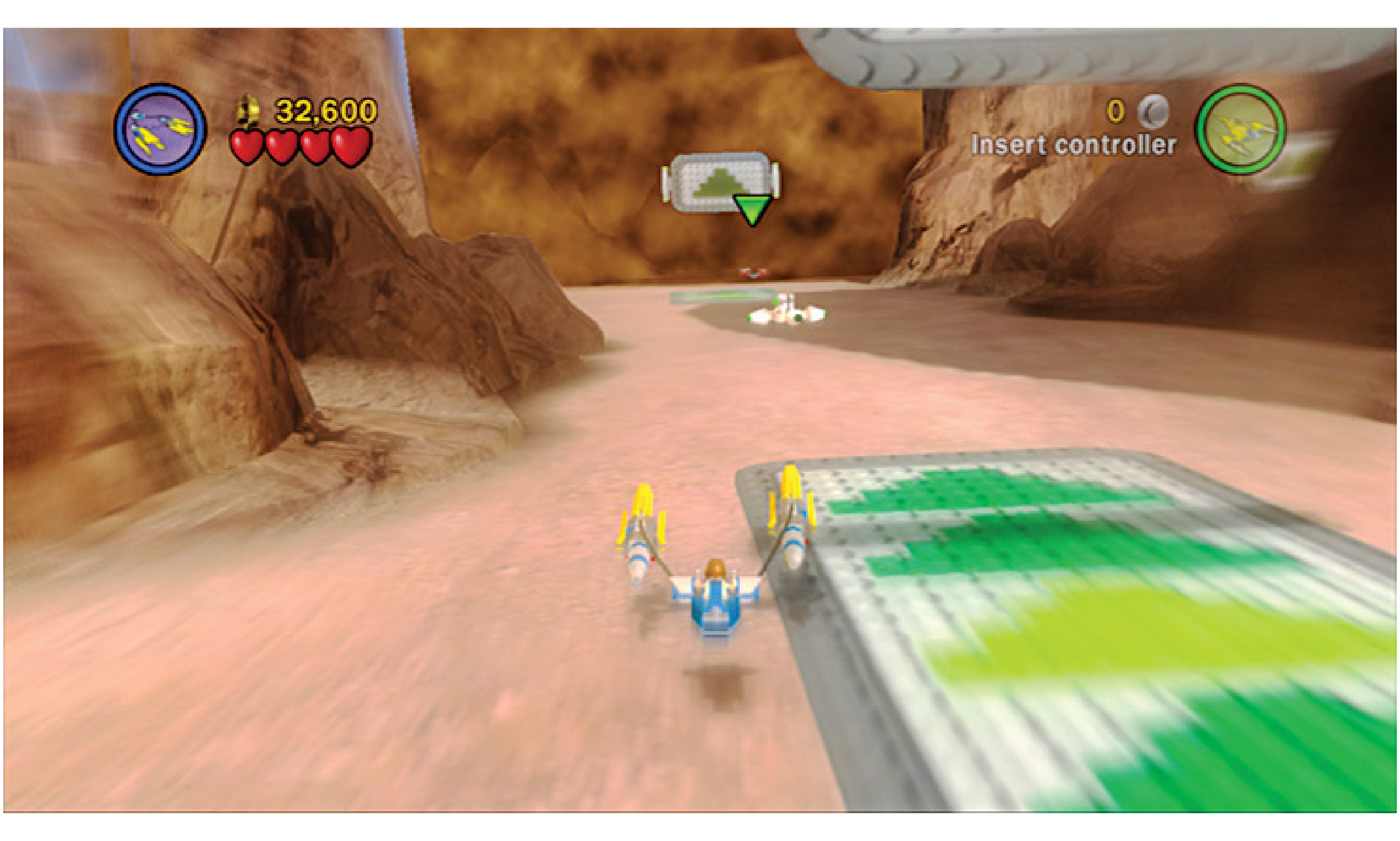
Caution

The final stretch is covered with mines, which slow you down if you hit them.



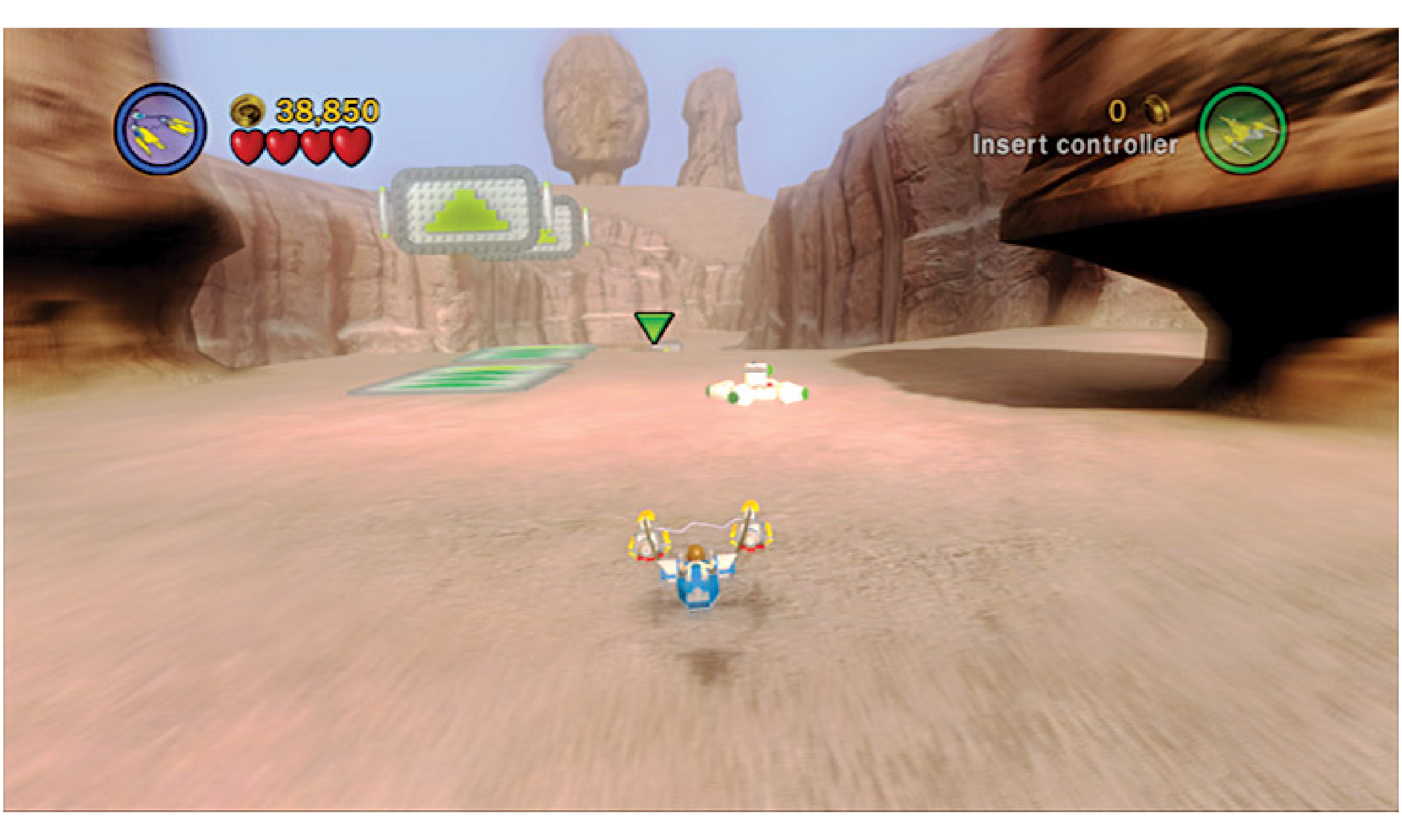
Steer right and follow the boost pads into more posts and a LEGO canister.

Lap 2



Podracing is an unfair sport, and sometimes racers send others crashing against the rocks. When you see this happen, collect the LEGO canister that appears in front of the boost pad before you.

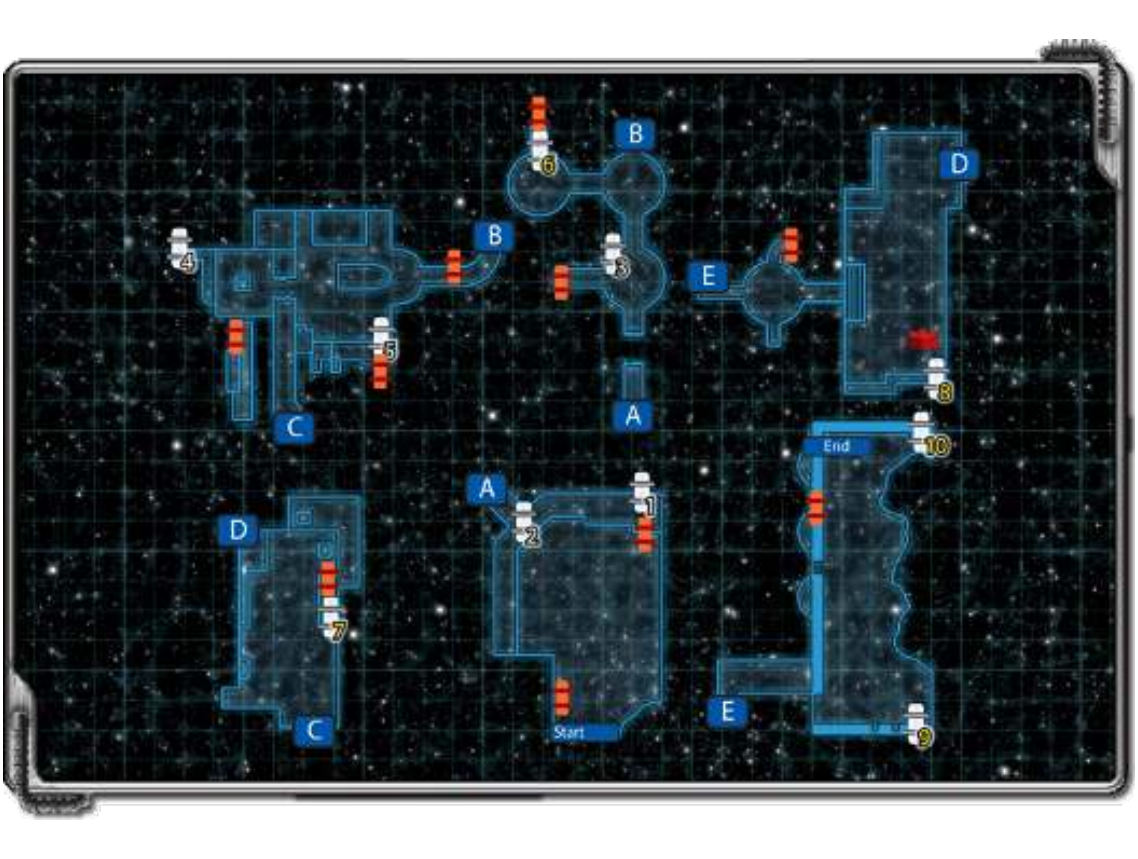
Lap 3



A new path has opened up as you speed through the canyon. Keep right and grab the LEGO canister before you drop down to the area with the dangerous pits.

Episode I: The Phantom Menace

Chapter 5: Retake Theed Palace



LEGEND

- 1 Run to the end of the upper walkway on the right.
- 2 Use a Jedi to jump into the small circular window in the wall.
- 3 Smash the gray statue then step on the red floor switch that was under it.
- 4 Climb into the chute in the back wall to get to a ledge above you. Follow the ledge all the way to the right.
- 5 Follow the ledge all the way to the left until you hit the wall of the building.
- 6 Use the dark side of the Force to break the glowing red supports on the back wall.
- 7 Use a thermal detonator to break the shiny metal equipment on the lower walkway.
- 8 Use an ascension gun to get to the ledge above, then follow the ledge to the left all the way to the end.
- 9 Use a thermal detonator to destroy the shiny equipment and assemble the LEGOs that are left behind into a platform. Use the dark side of the Force to move the platform above you. Jump to your new creation and then to a ledge above you.
- 10 Follow the narrow walkway high above the level all the way to the right until you get to the very end.
- Smash the large table in the large main room.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

The battle to infiltrate the Royal Palace on Theed has begun. While the Gungans battle the Trade Federation outside, Queen Amidala and her loyal subjects attack the Royal Palace.

Their group might seem overwhelmed, but it doesn't hurt to have a few Jedi on your side.

Before you go looking for trouble around the palace, collect all the LEGO studs lying around on the ground nearby.

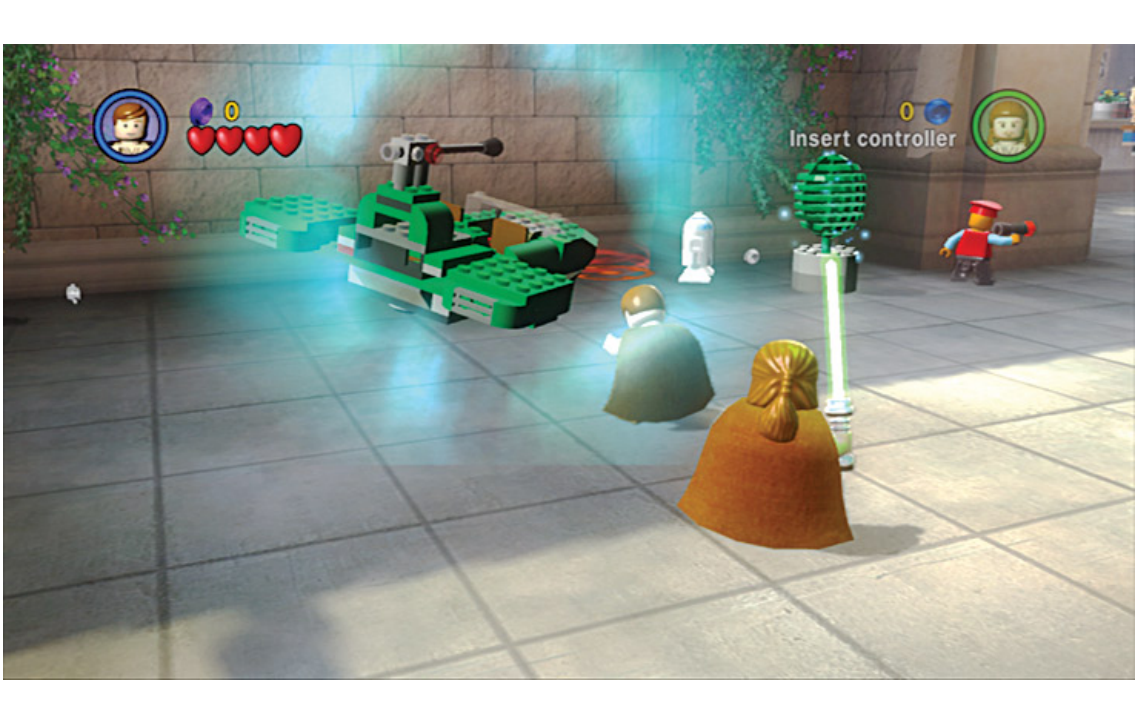
Bust open the two large white containers in the corners for more loot, then use the Force to turn the brown LEGO elements on the ground into a high platform.

Use Obi-Wan to scale the platform and jump into the air to collect a few floating studs. Jump to the ledge nearby so you can jump in the air to get high enough.

Jump back to the ground and use the Force again on the broken green vehicle to fix it. And because you're having so much fun with the Force, use it to shake down the two trees in the area for hidden loot.

There is one more area to reach before you move on. Switch to Captain Panaka, stand on the red circle on the ground, and use his special grappling ability to reach the windowsills above.

Jump from sill to sill and collect all the silver and gold studs you find.



The beginning area is a treasure trove of studs. Clean out the area before you head into battle.

After you pick the starting alcove clean, head into the main courtyard…and into a whole mess of trouble! The area is swarming with enemy droids, and they all want a piece of you.

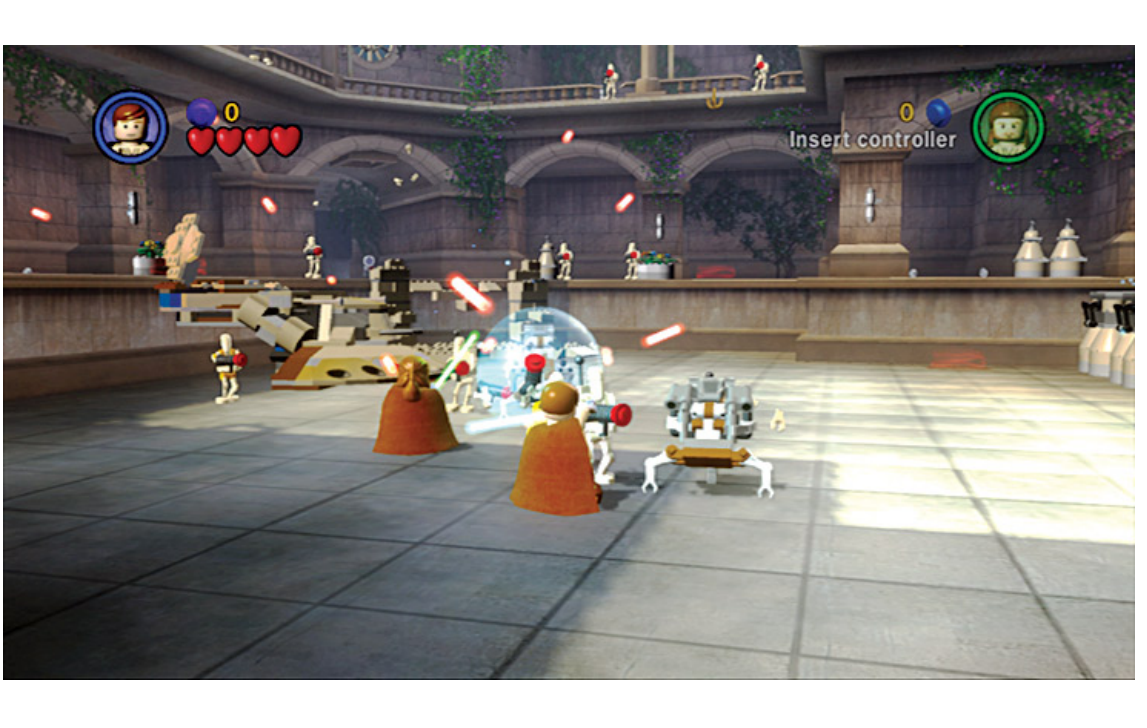
First thing to do is smash the two trees near the entrance and grab the shield power up from the one on the right. Now you are ready to face your enemies.

Use one of the Jedi and keep your lightsaber up to block the barrage of laser blasts heading your way.

The battle droids on the ground rush your position and shoot at you. Because your enemies are so close, many of the deflected shots bounce back and take them out.

Two droidekas also roll in for the attack, but deflected laser blasts help take them out as well. When you have only a few enemies left on the ground, use your lightsaber to cut them down to size.

A few droids are still firing at you from walkways above the area, so bounce their shots back at them to take them out.



After deflecting laser blasts back at the shooters, the crowd of enemies thins out.

Now that the area is enemy-free, you can search the ground floor for studs hidden in the corners. A ramp leading to the upper walkway has been damaged, but a little Force fixes it up nicely.

Search the walkway, collecting studs and smashing flowerpots for even more containers and studs.

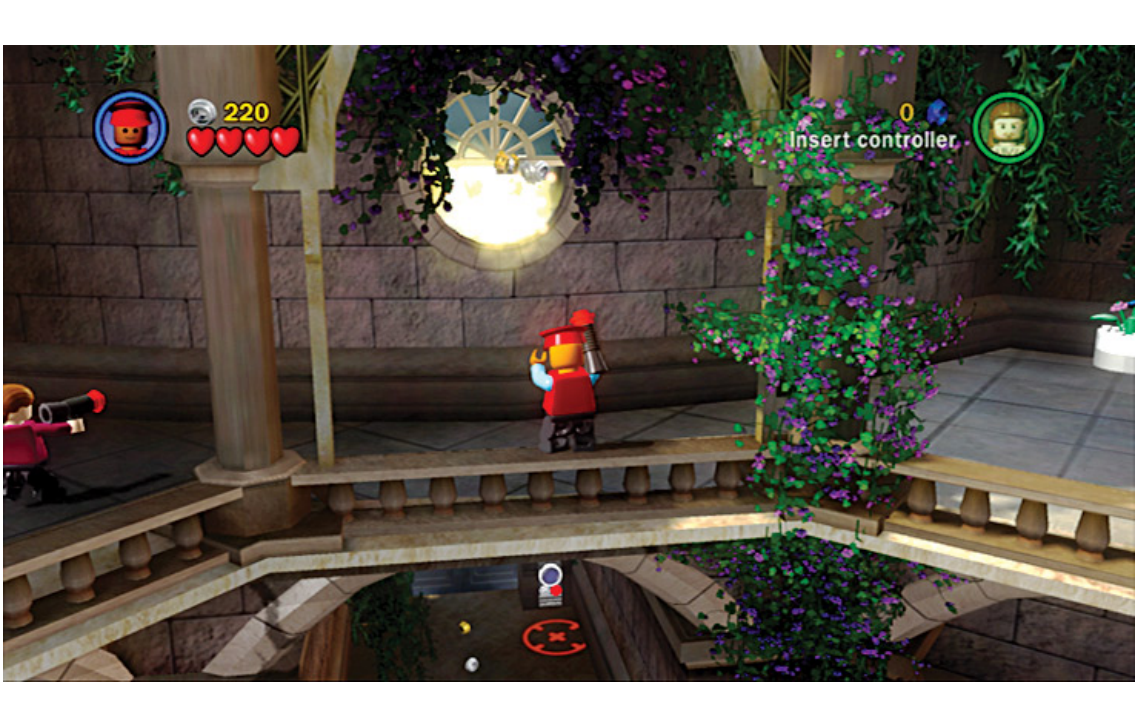
After the walkway is clear, use Queen Amidala and her ascension gun to grapple to the second floor of the area from one of the red circles on the ground.

From the second floor, follow the walkway to the left, breaking pots and collecting loot on the ground as you go. Jump from windowsill to windowsill and collect all the studs you find. From the last sill, jump to a nearby ledge to collect more goodies.

Backtrack over the windowsill you came from and follow the second floor to the right. A small round window rests in the wall near the floor's middle.

Jump on the railing across from it to get some height and then shoot out the glass. Collect the LEGO studs that spill out; you can't get the LEGO canister just yet.

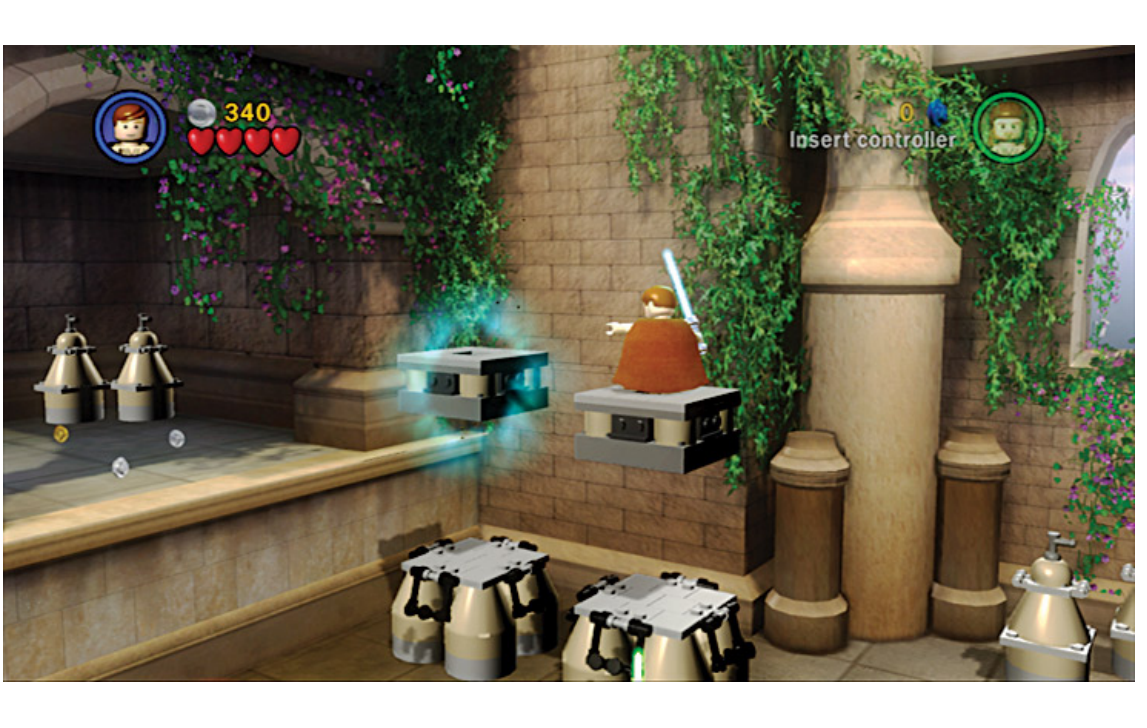
Continue to follow the second floor and smash all the pots to find hidden studs. Continue to pick up the loose studs that litter the ground. Finally, you reach the end of the second-floor walkway; pick up your first LEGO canister here.



Shoot out the round window so one of the Jedi can jump in and get it later.

Drop back down to the ground level and switch over to Obi-Wan Kenobi. Over to the area's right are two crates strapped to the ground. Use the Force to unhook each one, then stand on the one closest to the upper walkway.

Use the Force to raise the other crate in the air and jump on top of it. Use the Force again to raise the other one and quickly jump on top of it. From the top crate, jump to the ledge of the second floor.



Stand on one of the crates while you use the Force on the other.

Follow the ledge to the main walkway and head left toward the shattered window. With your Jedi's jumping ability, jump through the circular opening and grab the LEGO canister inside.

Fall into the tunnel in the right wall to travel back down to the walkway below, grabbing some valuable studs along the way.

Collect more studs on the ground and head for the nearby locked door, which leads to the next area; only R2-D2 can open this door.

Note

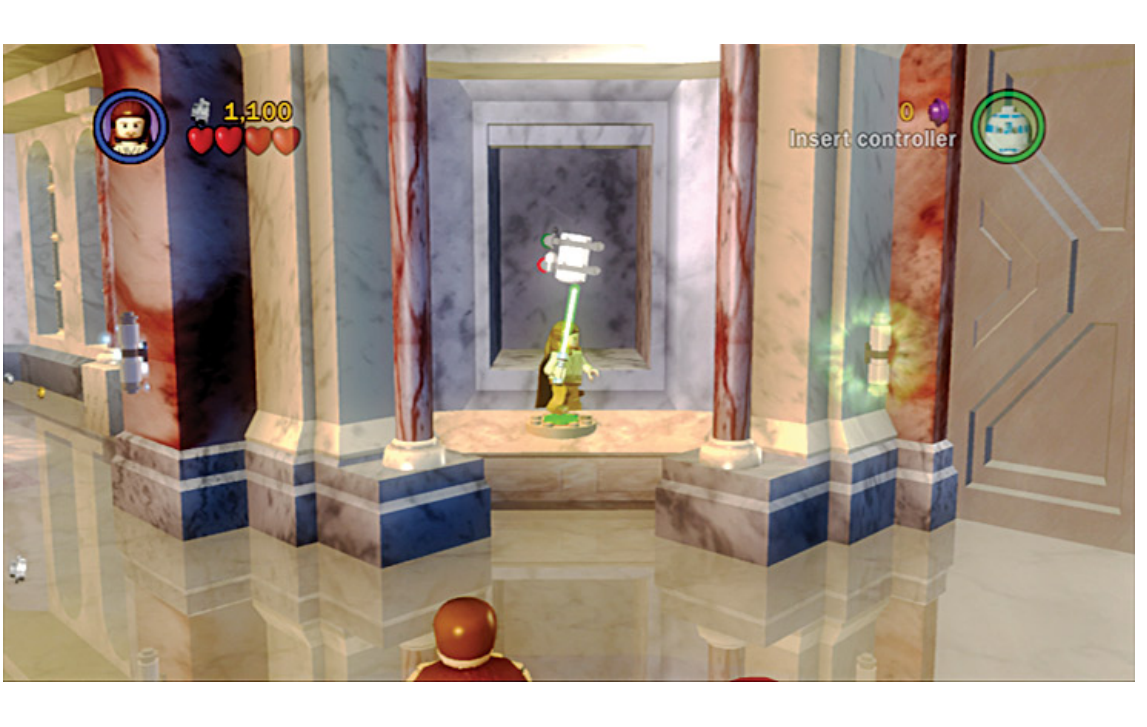
After you use the Force to raise the second crate, quickly jump on it because the raised crates fall back to the ground after a short period of time.

The next area has been damaged by the battle occurring in the palace, and a huge chasm blocks your path. Use the Force to move the hook on the ground over the chasm, and turn some rubble into a floating platform, over the hole in the ground.

After you fix everything, everyone can get across. As Queen Amidala, use your ascension gun to safely reach the area's other side; the rest of your crew will follow.

When you run into the building on the walkway's other side, battle droids and droidekas rush in for the kill. Keep your guard up and deflect their shots back at them. When only a few remain, cut them to pieces with your weapon.

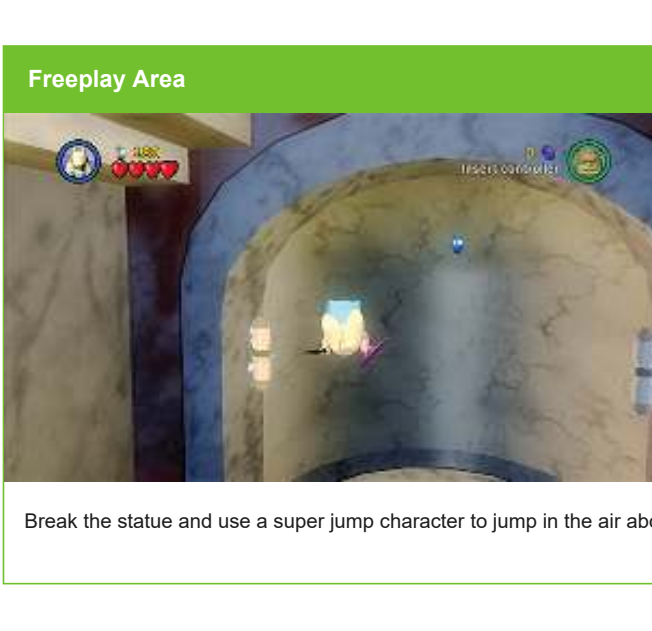
Collect the studs on the ground and smash the gray statue in the wall. Step on the floor switch that was under the statue to reveal a LEGO canister hidden in the wall in front of you.



The floor switch was hidden under the statue but you found it.

Run down the open corridor to the left and collect the studs on the ground. Smash out the windows as you go to find even more studs. The dead-end hallway contains a statue.

Freeplay Area



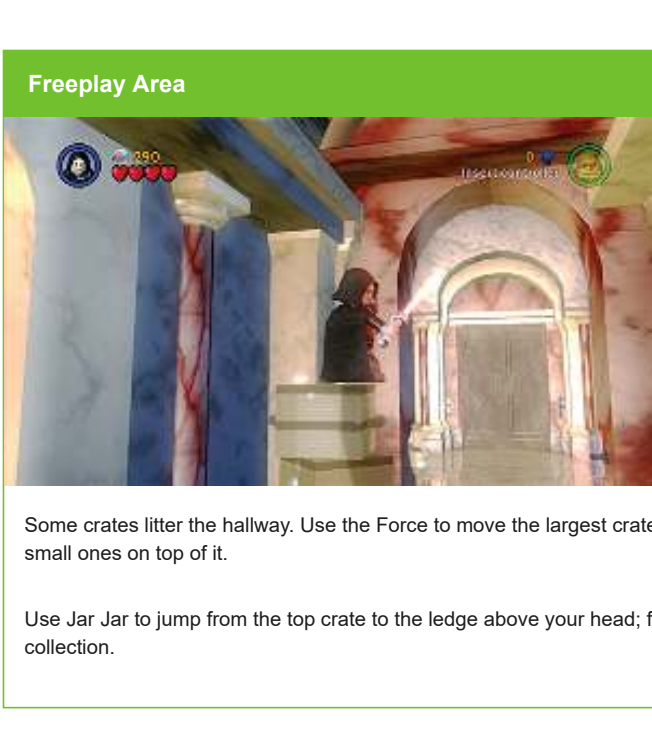
Break the statue and use a super jump character to jump in the air above it to retrieve a valuable blue stud.

Return to the room where you broke your first statue; stand on one of the floor switches on the ground. Your friends stand on the other, and one of the doors near you opens.

Unfortunately, more droids spill out, so have your guard up. Go to town with your lightsaber until every last battle droid is history.

Head down the newly opened hallway, collecting studs on the ground and smashing windows as you go. You don't get very far down the hall when another group of droids comes charging in. Break them to pieces with your weapons to eliminate the threat.

Freeplay Area



Some crates litter the hallway. Use the Force to move the largest crate first. After the big one is placed, stack the two small ones on top of it.

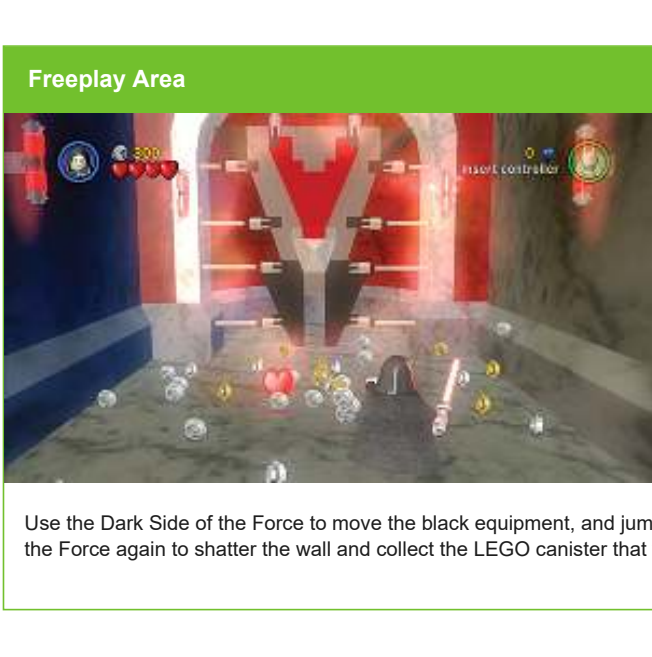
Use Jar Jar to jump from the top crate to the ledge above your head; from there you can add more studs to your collection.

The round room at the hall's end has two more passageways leading off from it; one is locked and the other is wide open.

Use the Force to fix the picture and shake some loot free; then head down the open passageway, stopping only to defeat the two droidekas that roll in to stop you.

Collect the loot on the ground and head into the room at the end. There's not much you can do in here for now except kill the droids defending the area.

Freeplay Area



Use the Dark Side of the Force to move the black equipment, and jump from it to the ledge nearby. Use the Dark Side of the Force again to shatter the wall and collect the LEGO canister that was behind it.

Return to the circular room and smash the statue near the door. Assemble the LEGO pieces on the ground to make an activation panel and use R2-D2 to open the locked door. Follow the next walkway.

As you go up the stairs, collecting the studs, battle droids run out to greet you. Use your lightsaber to deflect their shots back at them until you destroy all of them.

When you get halfway up the stairs, smash the lattice work on the right wall and collect the studs that fall to the ground; get the ones hidden in the alcove behind it too.

You have more enemies to deal with in the large courtyard at the top of the stairs. Slice through the droids on the ground and use your lightsaber to deflect enemy lasers back at the ones firing from the walkways above.

Grab the studs in the fountain, then run to the area's left corner and smash the white equipment for more studs and a power up. Use the Force to erect a small tower out of loose LEGO bricks.

Climb to the top and jump to the ledge under the window and smash the glass. Collect the studs that come from the window, then clean out the small area behind the window.

Return to the ground and use young Anakin Skywalker to jump in the chute in the wall. The chute takes him to a ledge high above the ground where you can collect some hard-to-reach studs.

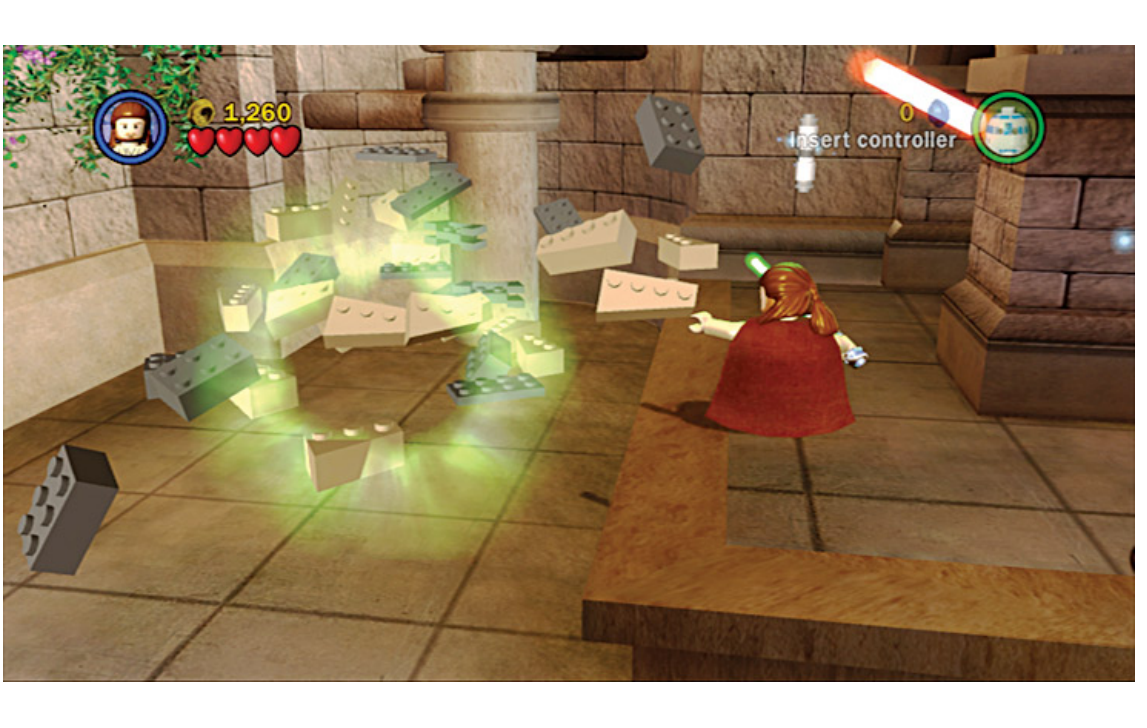
Fall to the ground and follow the wall around the area. As you move, fight off another wave of droids that charge in for the attack.

To the chute's right are some pillars. Jump in-between the pillars to reach the alcove behind them and to get more studs. Return to the ground and follow the wall to the right.

You disappear from view when you reach the corner, but you pick up some out-of-sight valuables to add to your collection.

Follow the wall to the right and around the corner to the next area. Use your lightsaber to fight off the next wave of droids. When the droids are scrap parts, collect the studs from the ground in the back of the area.

Use Anakin Skywalker to ride the chute in the wall to the ledge above. Follow the ledge around to the right and collect all the studs, as well as a LEGO canister; return to the group.



Transform the pile of bricks into a spiraling staircase that everyone can use to access the second floor.

Follow the outer wall around the area to a pile of LEGOs. Use the Force on the rubble to fix the spiraling staircase. Ignore the staircase for now and jump onto the raised porch. Smash the pots and collect the studs on the ground.

Farther along the wall, in the area's corner, are more pieces of white equipment for you to smash. Collect the items that spill out, then return to the fixed staircase.

Climb the stairs; at the top, jump to the ledge on the right. Smash all the lattice work to reveal hidden studs. Now you can reach the area behind the lattice for some goodies.

Backtrack to the spiraling stairs, but jump to the other side this time. Grab the studs on the ground, and use the Force to fix the hanging bridge across the gap in the walkway.

Destroy the droids on the other side and smash the flowerpot on the walkway. Jump to the roof to the destroyed flowerpot's left to get more studs. Follow the hanging ivy to jump to the next ledge above you.

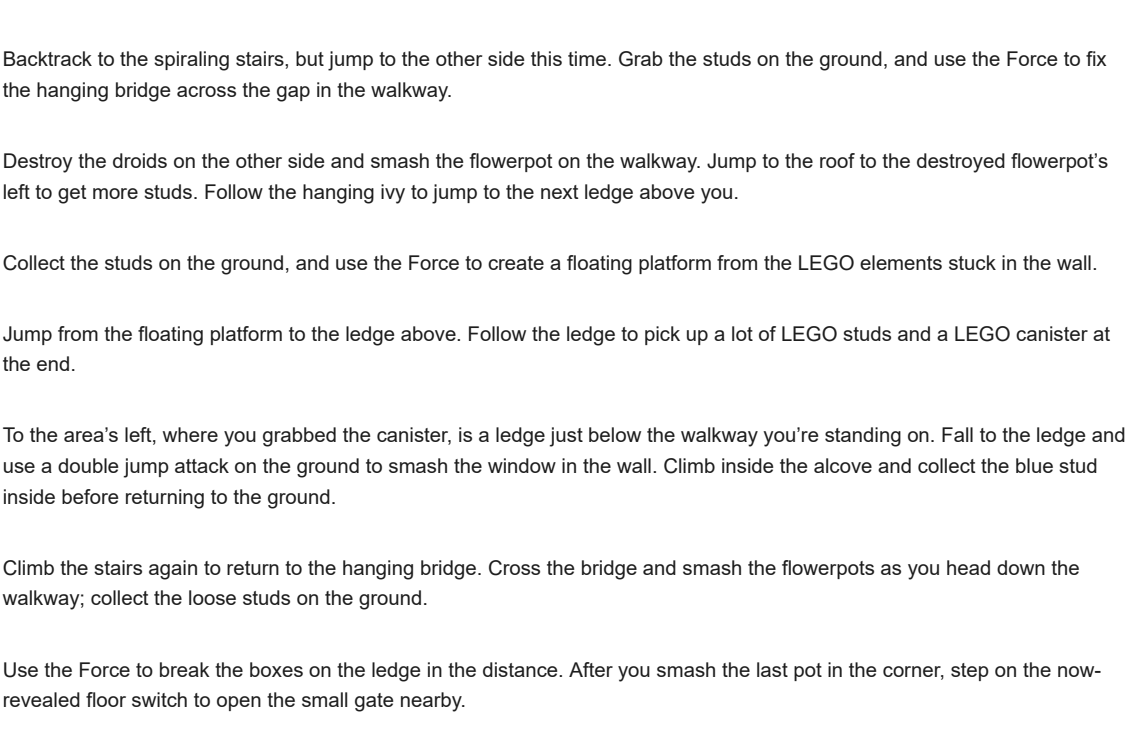
Collect the studs on the ground, and use the Force to create a floating platform from the LEGO elements stuck in the wall.

Jump from the floating platform to the ledge above. Follow the ledge to pick up a lot of LEGO studs and a LEGO canister at the end.

To the area's left, where you grabbed the canister, is a ledge just below the walkway you're standing on. Fall to the ledge and use a double jump attack on the ground to smash the window in the wall. Climb inside the alcove and collect the blue stud inside before returning to the ground.

Climb the stairs again to return to the hanging bridge. Cross the bridge and smash the flowerpots as you head down the walkway; collect the loose studs on the ground.

Use the Force to break the boxes on the ledge in the distance. After you smash the last pot in the corner, step on the now-revealed floor switch to open the small gate nearby.



Fall off the side of the ledge to get to the circular window and the blue stud inside.

With the gate open, Anakin can enter the metal chute. The passageway takes him to the ledge across the way.

On the other side, Anakin can enter another chute to reach a higher ledge; here he collects more studs and steps on a floor switch to open the main gate back where you left your friends.

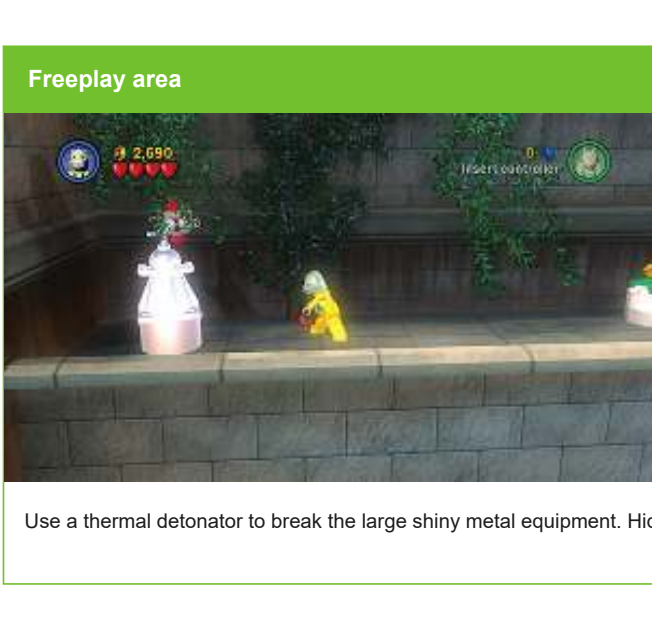
In the next area, move along the back wall. Smash the white equipment for goodies. The area has some places where studs can be hiding. Smash all the flowerpots and hack down the trees after you use the Force on them.

As you search the area for studs, a group of battle droids confronts you. Use your lightsaber to make short work of them. Another group of droids guards the back of the area. Charge in and take them out before they cause you any trouble.

A wall near the area where you fought those last droids is covered with ivy. Jump over the wall to the walkway below. Smash some boxes for some goodies and assemble the loose pieces into a shiny metal container.

Smash the flowerpot for more goodies. Follow the walkway to the right and step on the gray square; ride the elevator up. Jump back to the area where you fought those droids, now a richer person.

Freeplay Area

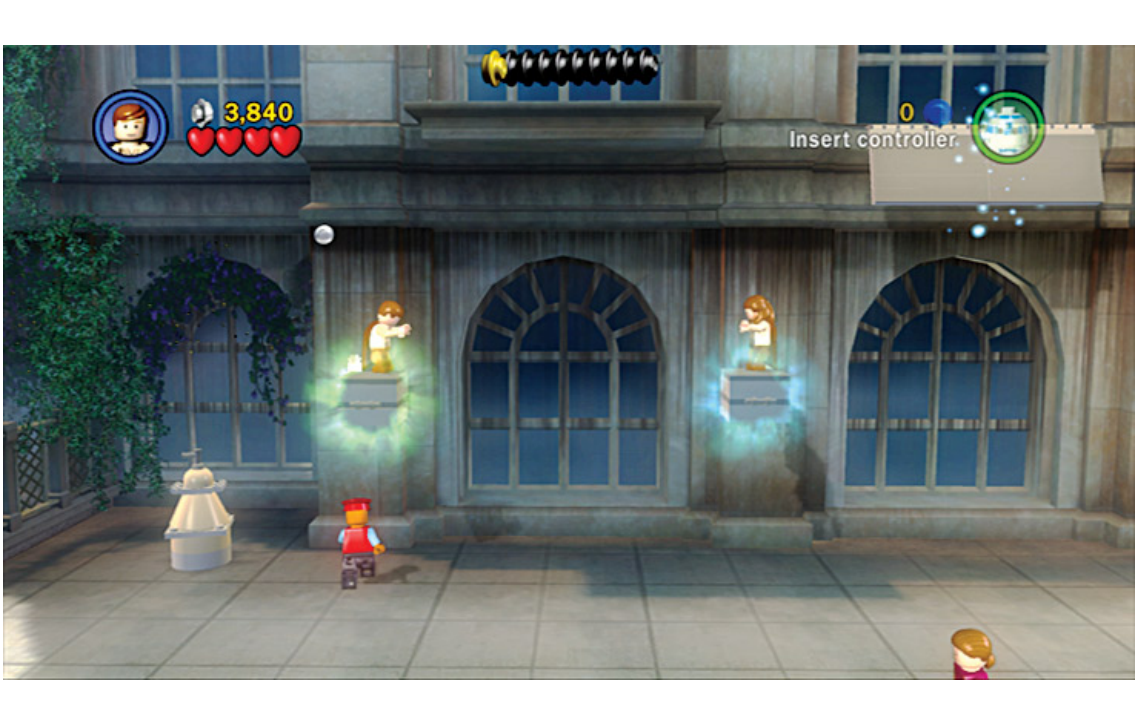


Use a thermal detonator to break the large shiny metal equipment. Hidden underneath is a LEGO canister.

With the area enemy-free, scour the area and smash all the vegetation. Use the Force on the pile of LEGO elements to fix the gray lift nearby, then use it again to stack the tree, flower pot, and box.

Double jump to the top of the stack and into the air for some studs. As Obi-Wan, stand on the gray box next to the wall near the area's start.

When Qui-Gon Jinn stands on the other box, use the Force to raise him into the air, and he does the same for you. When you reach the level of the ledge above your head, jump for it and collect the studs.



It takes teamwork to move those boxes in the air.

Use the Force to bring up a ledge to the right. Now you can jump across the platforms at the top and head to the right along the building. You eventually find your friends standing on floor switches in the ground.

Use the Force to open the guard rails for hidden loot; then stand on one of the switches to open the nearby door. Head on through to the other side.

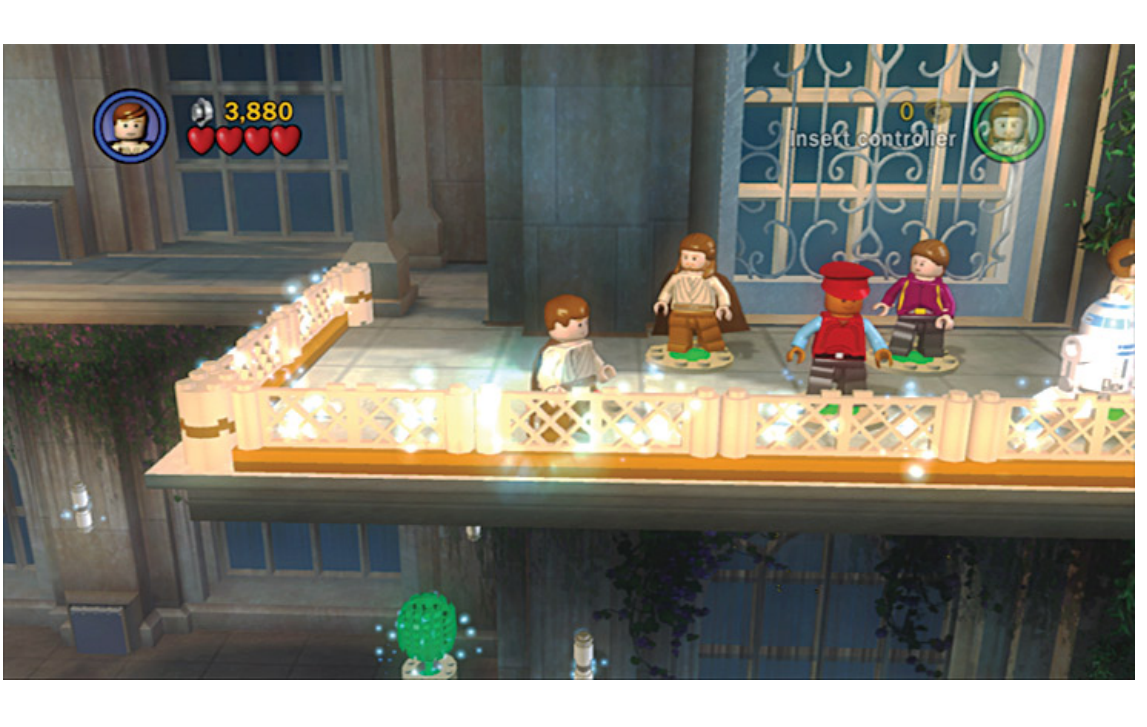
The large area you enter has lots of droids in the distance. Before you face them, head to the right to pick up loose studs in the corner. Next use the Force on the cups on the two tables to spill out the loot.

With the cups spilled, break up the tables; there's a red circle for a grappling hook under one.

Use Captain Panaka to grapple to the walkway above; collect studs to the right and up the stairs to the left. After you collect everything, return to your party back on the ground.

When you start to head into the room, the droids are alerted to your presence and rush in for the kill.

Use one of the Jedi so you can use your lightsaber against all the laser blasts. Perform a double jump attack in their midst to take out a large number of droids, then cut down the rest.



Everyone needs to step on a floor switch to open the way to the next area.

Follow the large windows into the room and collect the silver studs. Use the Force to set up the table and chairs. Smash the statue nearby and step on the floor switch that was under it.

Stepping on the switch reveals glasses and plates that you can use to set the table, using the Force.

After you set the table, smash it apart and collect the valuables that spill out. Collect the red power brick that appears after everything is destroyed.

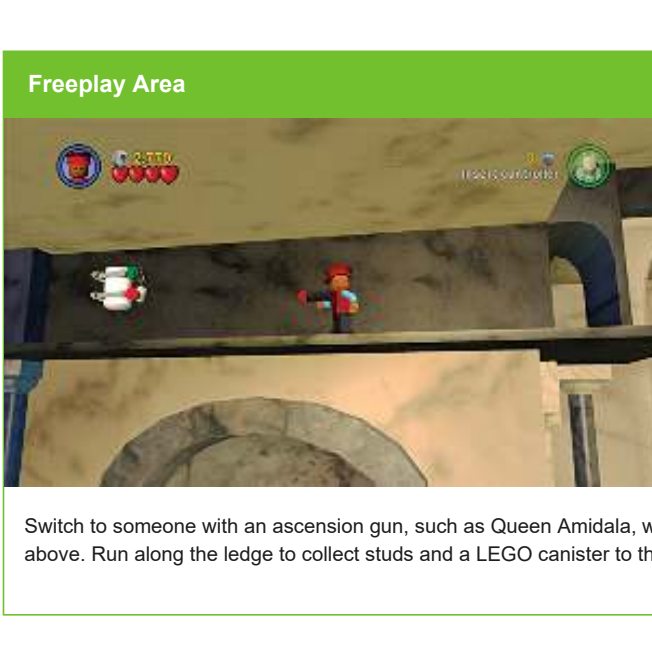
Across the large room from the windows is a large staircase. Use the Force on the tables set to the staircase's right. Continue to move the furniture with the Force until it starts to dance on its own.

That's a little too creepy, so smash everything to pieces. With the furniture set gone, have Queen Amidala grapple to the alcove above (where the furniture was first located) and collect the stud treasure.

Move to the staircase's left to find another set of furniture. Use Obi-Wan to jump from the tabletop to the alcove above it for some studs.

Next, use the Force to arrange the tables next to the side wall; use them to jump to the alcove above that wall and collect more studs.

Freeplay Area



Switch to someone with an ascension gun, such as Queen Amidala, who can use the special ability to access the ledge above. Run along the ledge to collect studs and a LEGO canister to the far left.

Head up the main staircase and into the circular room at the top and take out the droideka. After you smash the statue on the left, step on the switch to open the hidden door in the wall.

Destroy the two droidekas that roll out to greet you. Smash another statue on the room's other side so you can step on a floor switch and destroy the two battle droids that greet you next.

Run up the short flight of stairs to get some valuable studs, then return to the circular room.

There is one more statue; smash it to pieces and step on the floor switch to reveal a secret passage. Follow the passage to reach the next area.

As you head down the hallway to the next room, run between the pillars to get some hidden studs. When you reach the hangar, you must save six friendly pilots who are being held captive.

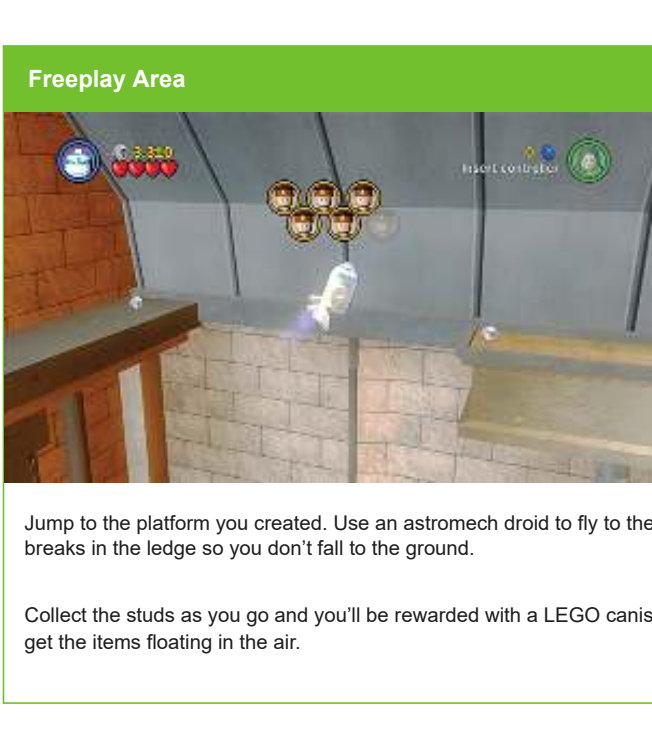
Head to the left to smash some equipment and collect some studs. When the equipment is gone, grapple to the ledge above.

Then jump across a couple of ledges to the right and jump to the ledge above the door you just came from to free the first pilot by touching him.

Drop to the ground and use the Force to stack the three crates, starting with the largest one.

From the top of the stacked crates, jump to the nearby ledge and grab some studs; then use the Force on the LEGOs on the wall to create a platform above your head.

Freeplay Area

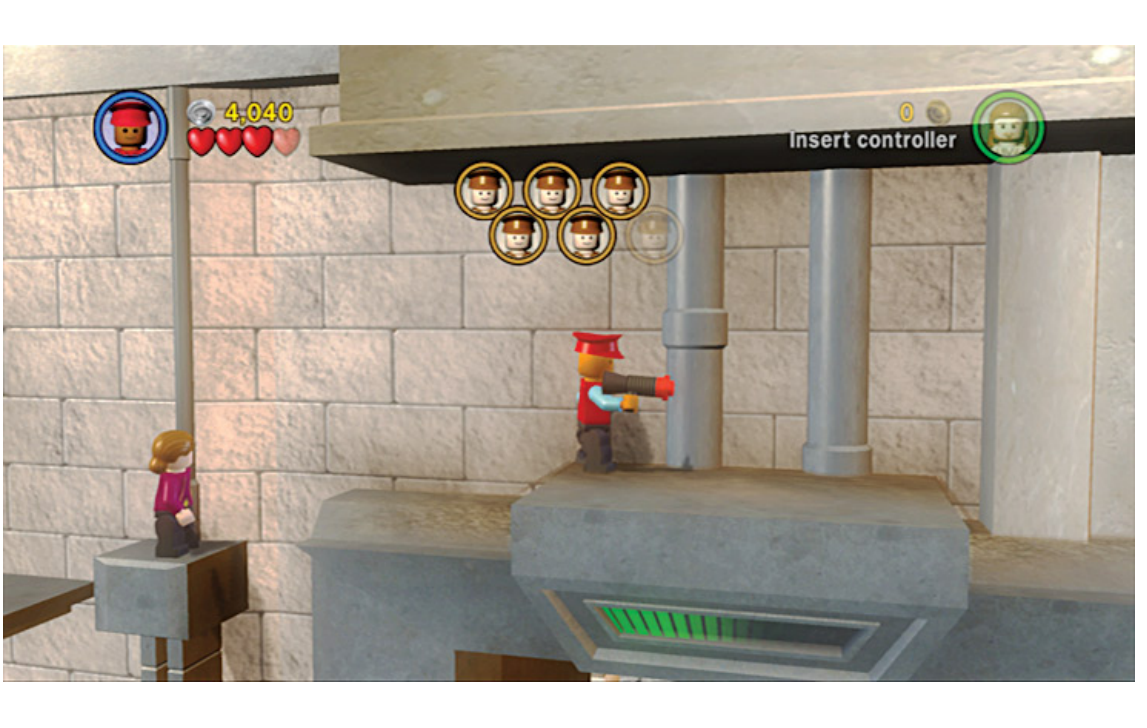


Jump to the platform you created. Use an astromech droid to fly to the right ledge; follow it around the room. Fly over the breaks in the ledge so you don't fall to the ground.

Collect the studs as you go and you'll be rewarded with a LEGO canister at the ledge's end. Use R2-D2 to float out and get the items floating in the air.

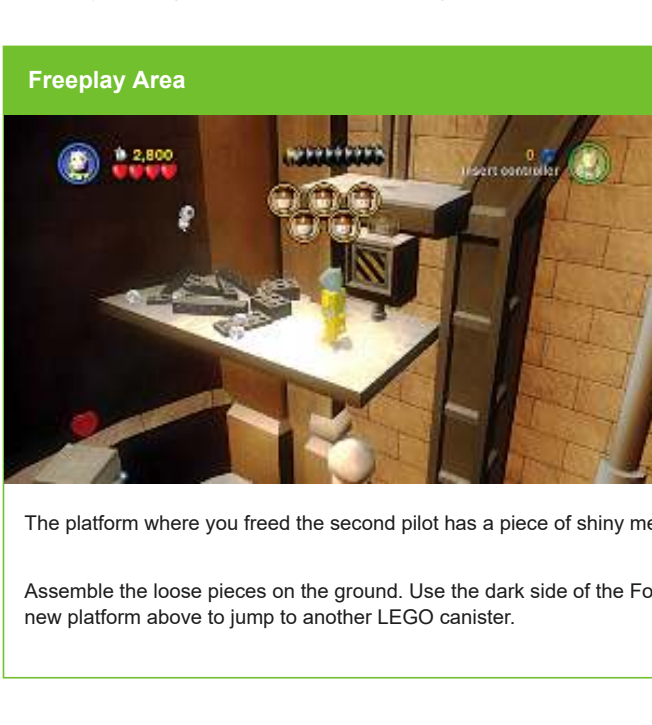
Jump to the floor and follow the wall to the left. Open the door in the wall and destroy the nasty droids inside. With the ground enemy-free, use the Force to stack the crates on the ground, starting with the largest.

From the top of the crate, jump to the landing and take out the droid guard, then set the pilot free.



You save your first pilot, who was above the hangar entrance.

Freeplay Area



The platform where you freed the second pilot has a piece of shiny metal for you to destroy with a thermal detonator.

Assemble the loose pieces on the ground. Use the dark side of the Force to move the platform you just created. Use the new platform above to jump to another LEGO canister.

You hit the end of the hangar's left side, so head to the right to explore the other side. To the right of the hangar entrance is a yellow Naboo starfighter.

Use the Force on the LEGOs in the wall to the craft's left to form some steps. Climb the steps to reach a ledge; from here, jump to get a blue stud. Fall to the ground and jump from the tan containers behind the aircraft to the small ledge in the wall.

Proceed along the small ledges, collecting the studs as you go. Only after you have all the studs from the wall can you smash the equipment.

Use the Force on the Naboo starfighter to shake out some studs, then use the Force to move the LEGOs in the wall to the starfighter's right to get some hidden studs.

As you walk to the Naboo starfighter in the next alcove, you are attacked by a large group of battle droids and droidekas.

Chop them into little pieces, but keep your lightsaber ready to deflect the laser blasts from the droids along the wall.

After the lasers stop coming, use the Force to stack the other craft and explore the area and pick up loot on the ground behind the second craft.

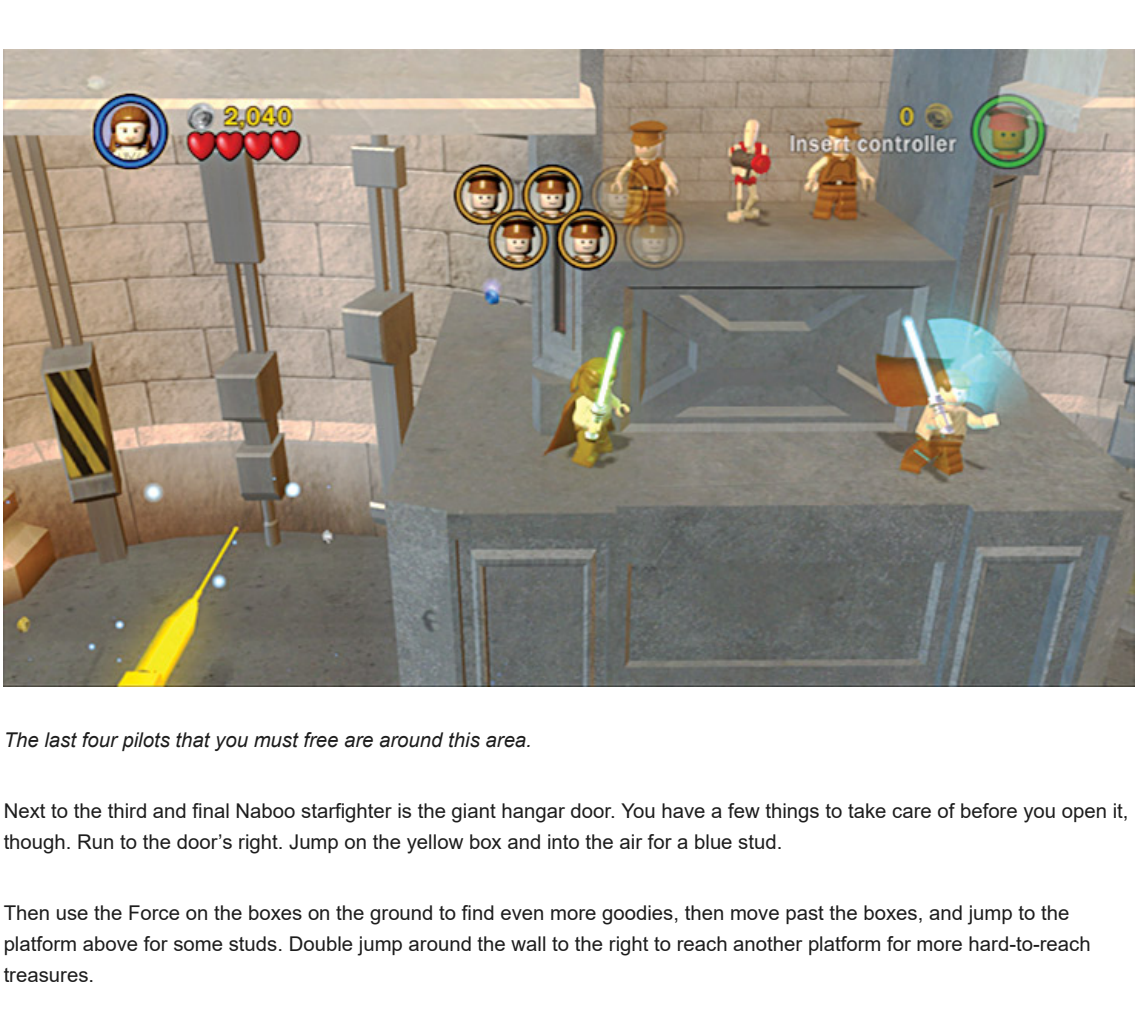
As a Jedi, stand on one of the crates to the second craft's right. Use the Force to lift the second craft after the other Jedi is on it, and he automatically does the same for you.

Jump to the ledge at the top and collect a stud from around each side of the ledge. Next jump to the alcove above and destroy a droid and free two more pilots, then return to the ground.

Move right some more to touch and free the last two pilots in the hangar. Releasing all the pilots brings up the lock to the hangar door to exit this place.

Smash the equipment that was behind the pilots, then use the Force to move the LEGOs in the wall to the craft's right. The LEGOs turn into steps; climb them to reach some studs in the wall.

Next, jump from the back of the last spacecraft to the small ledges in the wall to collect a few more studs. Use the Force to shake out some more studs from this last craft.

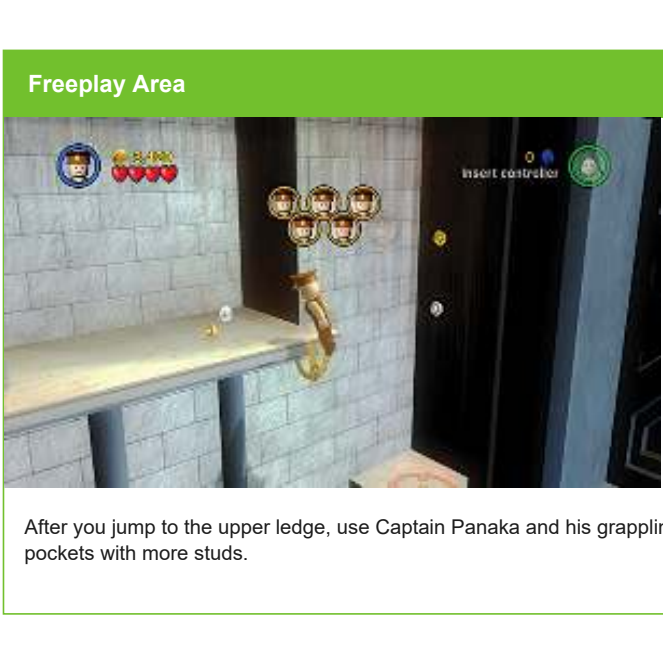


The last four pilots that you must free are around this area.

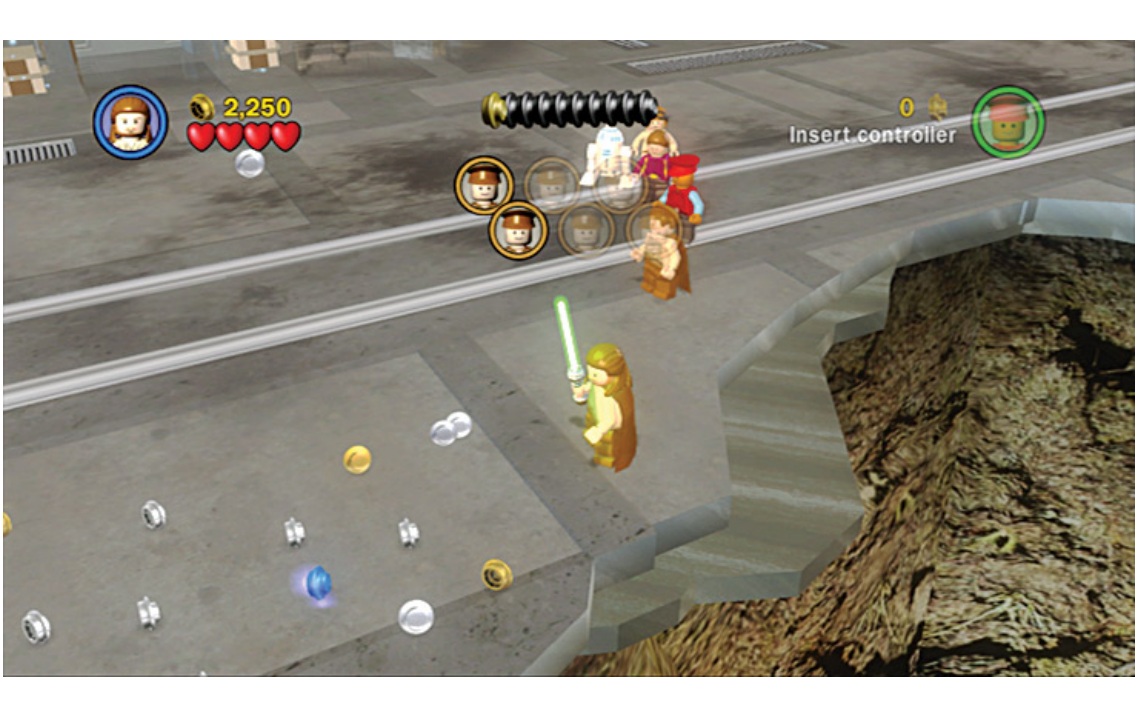
Next to the third and final Naboo starfighter is the giant hangar door. You have a few things to take care of before you open it, though. Run to the door's right. Jump on the yellow box and into the air for a blue stud.

Then use the Force on the boxes on the ground to find even more goodies, then move past the boxes, and jump to the platform above for some studs. Double jump around the wall to the right to reach another platform for more hard-to-reach treasures.

Freeplay Area



After you jump to the upper ledge, use Captain Panaka and his grappling hook to access an even higher ledge to fill your pockets with more studs.

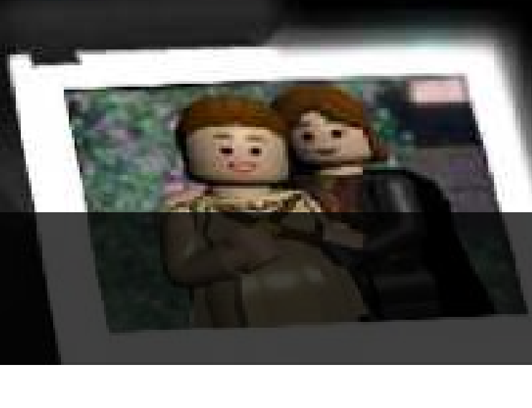


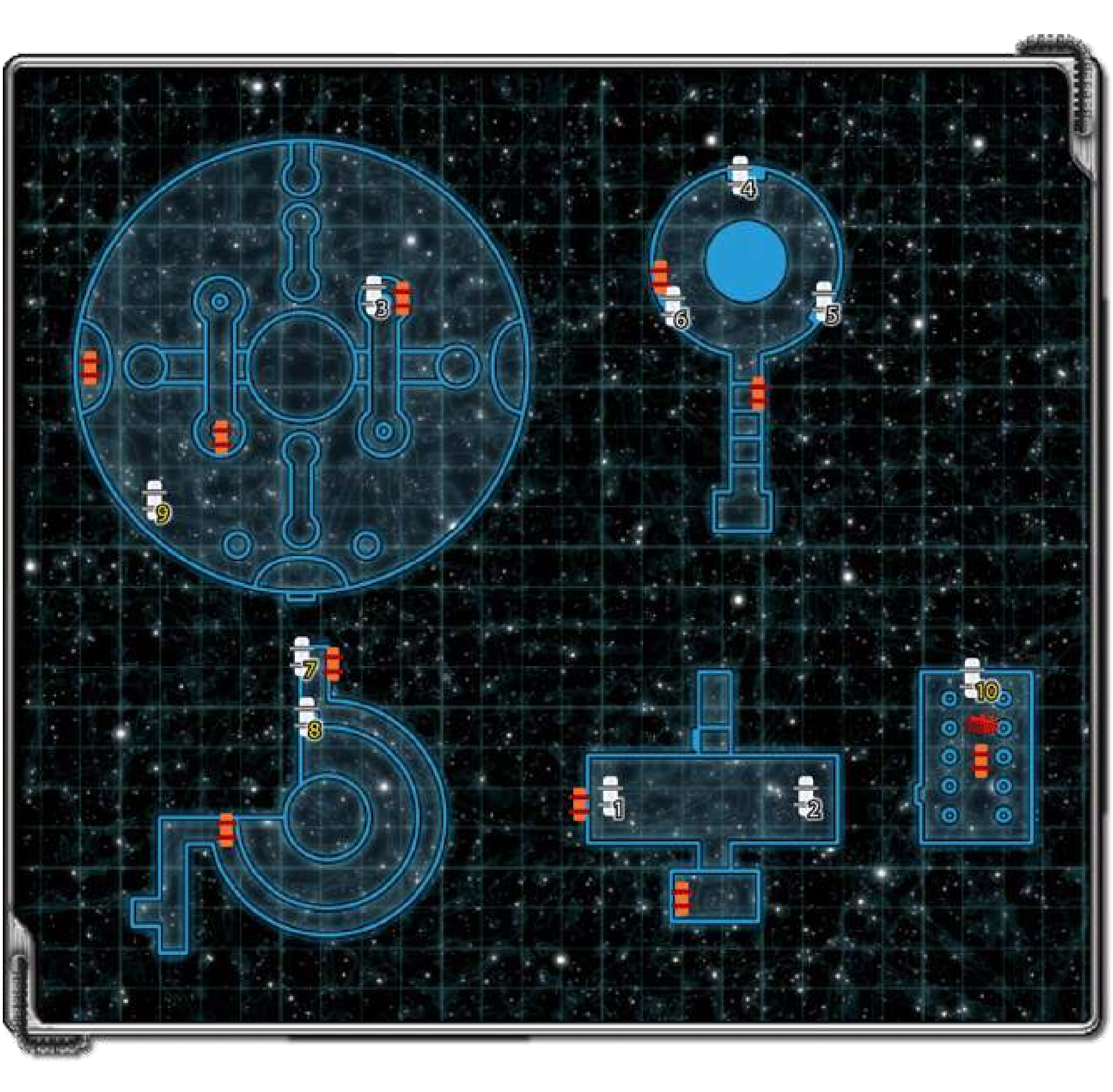
The broken edge of the hangar has a lot of valuable LEGO studs to collect.

The side of the hangar opposite the spaceships has broken apart. Run along the edge and collect all the valuable LEGO studs as you head back through the hangar. Finally, return to the main hangar door and have R2-D2 open it.

Episode I: The Phantom Menace

Chapter 6: Darth Maul





LEGEND

- 1 Repair the broken Naboo starfighter on the left side of the hangar, then jump on top of it.
- 2 Jump on top of the Naboo starfighter on the right side of the hangar.
- 3 Ride the top right beam in the air all the way to the top.
- 4 Use the Force to bring down the ledge on the wall halfway down, then double jump on top of it and ride it back up.
- 5 Use the Force to bring down the ledge on the wall halfway down, then double jump on top of it and ride it back up.
- 6 Use the Force to bring down the ledge on the wall halfway down, then double jump on top of it and ride it back up.
- 7 Use a thermal detonator to blow up the shiny metal wall at the end of the bottom walkway.
- 8 Use the Force on the gears next to the yellow platform to raise it high into the air. Jump to the top of the platform and then again into the air.
- 9 Use a stormtrooper to access the left activation panel, then jump on the small circular platform nearby and ride it out into the empty room.
- 10 Use the Force on all the lights in the room.
- Step on all the floor switches in the secret room.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

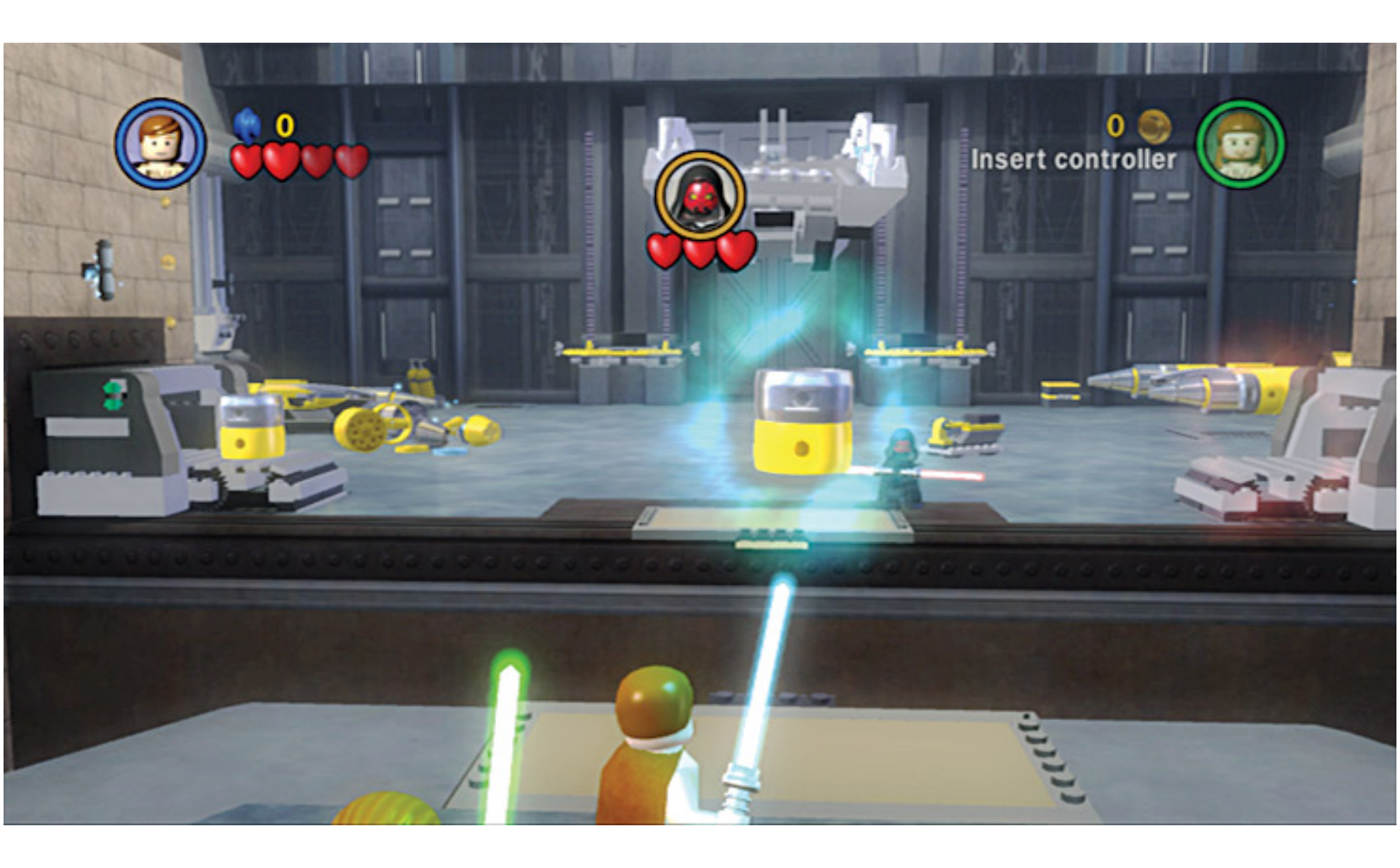
Challenge Mode Canisters

Darth Maul isn't a very nice guy. He crosses a bridge, then destroys it so you can't follow him.

To make matters worse, he has his battle droid buddies next to him firing blasters at you. This battle will separate the Jedi from the Padawans. May the Force be with you.

Stand on the edge of the chasm where the bridge used to be. You see Darth Maul and those battle droids on the other side. Use your lightsaber to deflect the fire from those droids back at the shooters until you destroy all of them.

Darth Maul doesn't like his droids being destroyed, so he uses the Force to hurl a yellow canister at you. Use your own Force powers to catch the canister in midair and send it crashing back into Darth Maul.



After you destroy the battle droids, use the Force to send the barrels hurling your way back to Darth Maul.

After you get a direct hit on Darth Maul with the canister, more droids appear on the chasm's other side. They fire at you again, so use your lightsaber to deflect their deadly shots back at them.

After the last one falls, Darth Maul hurls another yellow canister at you. Use the Force again to break it on Darth Maul's horny head. Repeat this one more time until Darth runs for the door behind him.

Before you fix the bridge, turn around and grab the LEGO studs on the ground. Use the Force again on the two wall levers on either side of the area to open secret doors.

Two droids are released from each door; use your lightsaber to cut them down with ease. Always be ready to use the Force on all the lights on the walls, because turning them on can lead to a lot of studs. Chu-ching!

Run to the chasm's edge and use the Force to reassemble the bridge that Darth Maul broke apart.

Cross the bridge to the other side. To the left is a broken yellow Naboo starfighter. Use the Force to put it back together again then jump on top of it for a LEGO canister.

The floor near the starfighter is littered with studs. Pick them up and use the Force to activate the switches on the wall. After you pull the switches on both sides, the hangar door opens and the starfighter flies off.

Just outside the door are some valuable studs. On the hangar's other side is another Naboo craft that you can lift into the air with the Force. Jump on top of the craft and into the air to retrieve a LEGO canister.

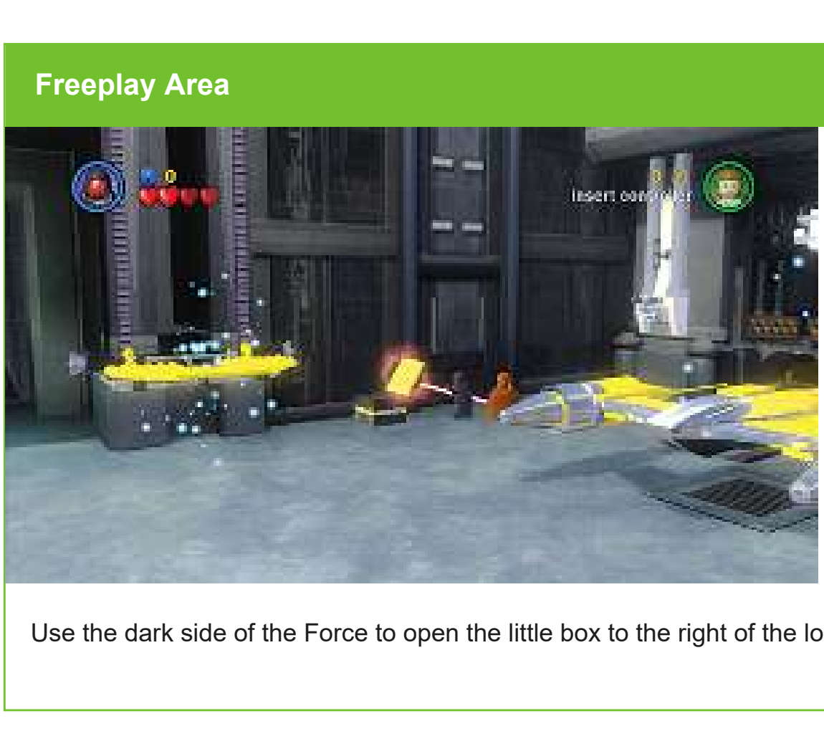
Collect the valuables on the ground behind the Naboo starfighter and use the Force on the switches on the wall.

The wall opposite the bridge opens into a long hallway. Before you enter, jump on the yellow platform nearby. The other Jedi jumps on another platform on the hallway entrance's other side.

When both of you are in place, use the Force on the platform your buddy is standing on, and he does the same for you.

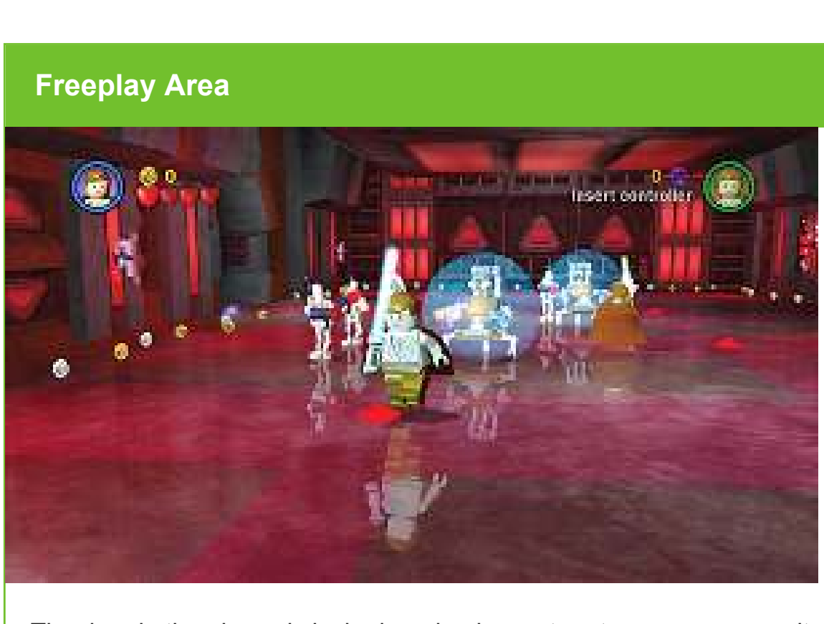
Your yellow platforms rise into the air until they reach an alcove in the wall above; quickly jump into it before your platform falls. Collect all the studs on the ground for your collection.

Freeplay Area



Use the dark side of the Force to open the little box to the right of the long hallway for some hidden items.

Freeplay Area



The door in the alcove is locked, and only an stormtrooper can open it. Head through the open door and get ready for a fight. Battle droids and droidekas stream into the area.

Fight them off with your partner until more waves of enemies appear. When the area is clear, head to the back of the room. Run down the line toward the screen, stepping on all the buttons and turning them red.

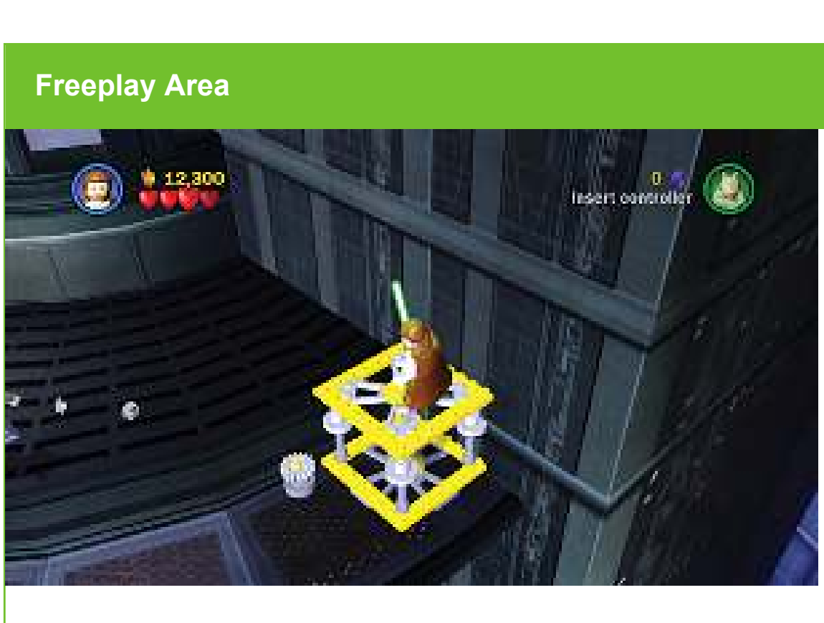
After you've stepped on all the buttons, a red power brick appears in the center of the room for you to collect.

Use the Force on all the lights in the room and a LEGO canister appears in the back. Grab the canister and return to the hangar you came from.

After you clean out the area, fall to the ground and head down the hallway to the next area; Darth Maul awaits you here. As you charge at him, he jumps to a higher walkway and runs off.

Instead of chasing after him, follow the bottom walkway. Jump over the gaps as it wraps around the area, and collect studs until you get to the end. Backtrack to the beginning of the area where you can jump to the higher walkways.

Freeplay Area



After you start to climb across the walkways, you find a red circle on the ground and a hook above that. Use a blaster character, to grapple to the ledge above. Double jump high enough to reach the next walkway above.

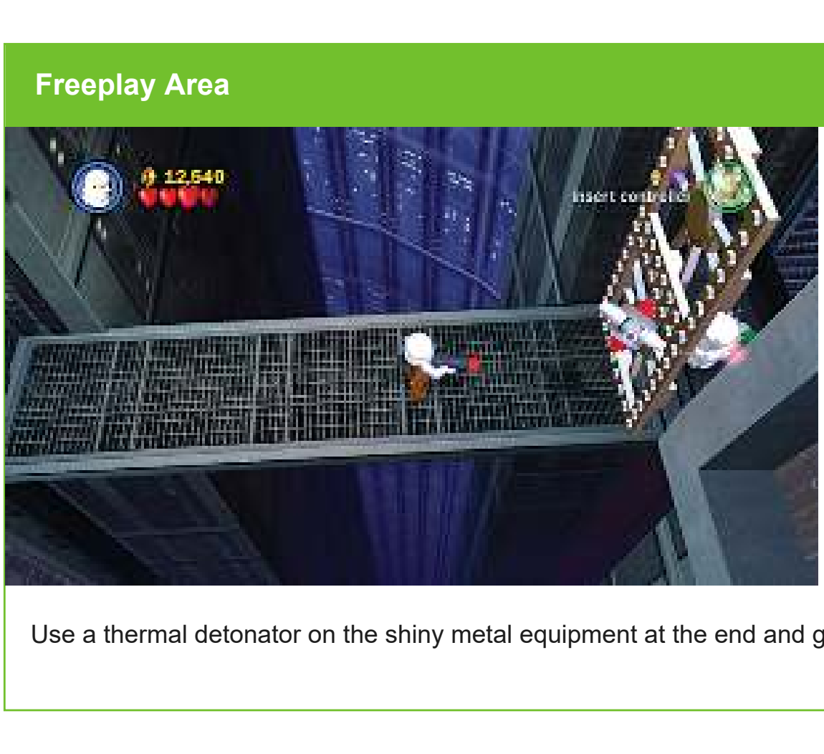
When you reach the top, you are rewarded with a sea of LEGO studs. However, a wave of enemy droids comes at you, first from the right and then from the left.

Take a break from filling your pockets to put them down before you finish collecting. Follow the walkway all the way to the right; you find a yellow platform on the ground.

Use the Force a few times to turn the gear next to it, which raises the platform in the air. Then jump to the platform's top.

From the raised position, jump again and reach the LEGO canister high above in the air. Backtrack to the hook where you first grappled to reach the top.

Freeplay Area



Use a thermal detonator on the shiny metal equipment at the end and grab the LEGO canister that is left behind.

Jump from walkway to walkway around the area. When you reach an area where there isn't any place to jump to, use the Force on the wall nearby to pull out a hidden platform. Jump from the hidden platform to another piece of the walkway.

Again, use the Force to pull a hidden platform out of the wall to access the walkway a short distance away. Follow the last walkway into the next area.

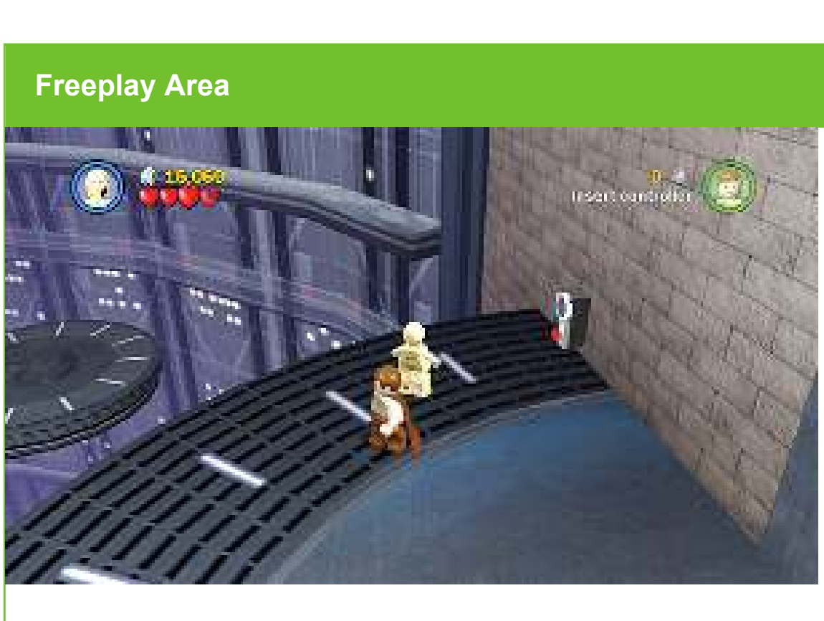
Note

Before you run down the area's final stretch, you can fall to a small walkway below you for some hard-to-reach studs; then backtrack to your previous location.

The next area is a very dangerous place. You must jump across a few floating platforms to reach the other side.

One false step and you fall into the abyss—and instant death. But before you go hopping anywhere, grab the silver LEGO studs around you.

Freeplay Area



There are two panels on the starting platform. Use a protocol droid on the right panel and jump on the nearby circular platform to get a blue stud.

Next, use a stormtrooper on the panel on the left of the door and jump on the circular panel near it. Ride the platform to get a LEGO canister for your collection.

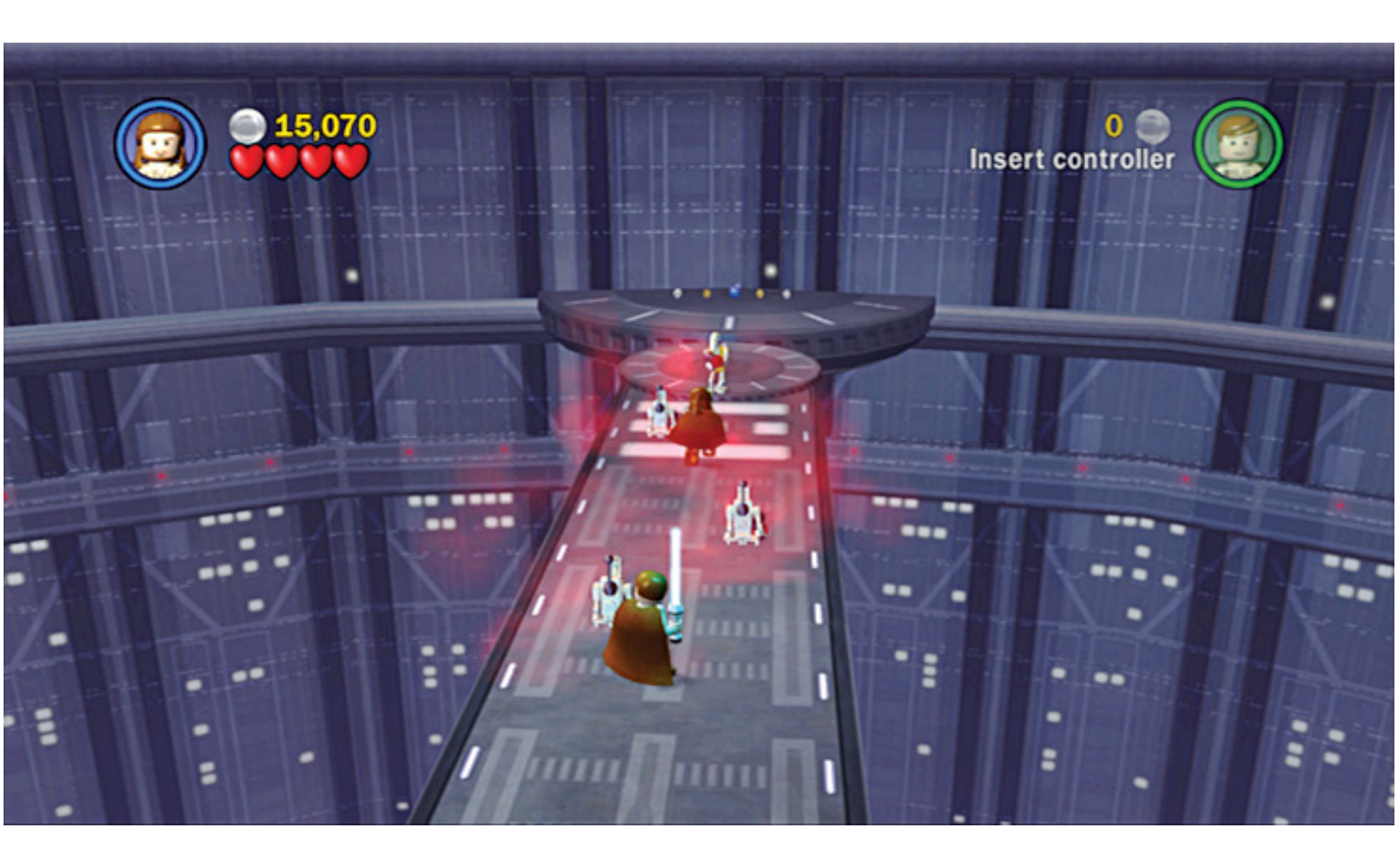
From your starting location, double jump to the narrow platform leading to the center area. When you get close to Darth Maul, he takes off running and lowers the connecting platform so you can't even chase him.

And if that wasn't bad enough, battle droid commanders to the left and right start releasing battle droids into the area to attack you.

First things first—take out those annoying droids. Run down the walkway to the left and fight through the droids trying to mow you down.

Keep up your attack until you reach the battle droid commander at the walkway's end; he keeps dropping more droids in to fight you.

Eliminate him, and the rest of his friends then jump to the small platform on the outer wall that contains some valuable LEGO studs.



Take out the droid commanders so they stop dropping battle droids on your head.

Jump back and take out any more droids that might have charged in when your back was turned. Backtrack down the walkway, then head down the other walkway to get the second battle droid commander; he is releasing droids to attack you.

Fight your way through the battle droids, then use your lightsaber to split him in two. Take out any leftover droids, then jump to another small platform (connected to the outer wall) that has multiple studs.

Defeating all of the droids brings up two small platforms in the direction Darth Maul took off running. Each new platform has a switch—and a droideka. Stand on the large center platform and block enemy lasers with your weapon.

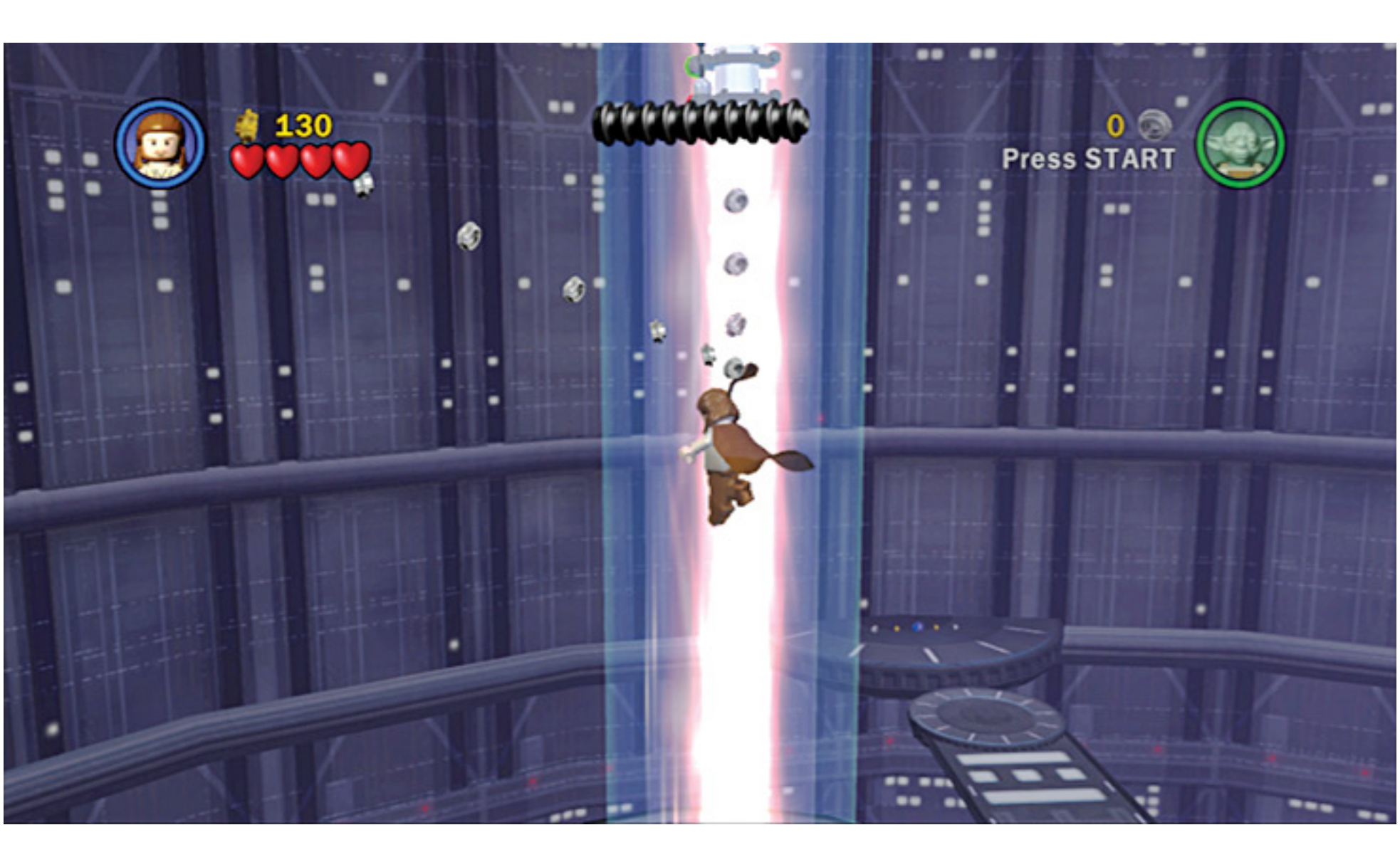
Keep deflecting the lasers back at the shooters until both droidekas are eliminated. Jump to one of the platforms and stand on the switch. Your Jedi buddy does the same on the other platform.

When both switches are activated at the same time, a walkway rises up from below; this connects to the platform where Darth Maul has been waiting.

Before you chase Darth again, clean the area of studs. There are four platforms around the large center one that have a blue beam shooting through them.

Collect the studs around the bottom platform, then step into the beam; ride it into the air above a higher platform. Step out of the beam to fall to the second platform; use the Force to activate buttons and release studs.

Ride the top right beam all the way to the top to collect a LEGO canister. Collect the studs from every platform in the area, then chase Darth Maul into the next area.



Ride the blue beam to reach the higher platforms and more LEGO studs.

The next hallway has impenetrable pink shields. Use the Force on the walls to open compartments and move equipment to find hidden studs.

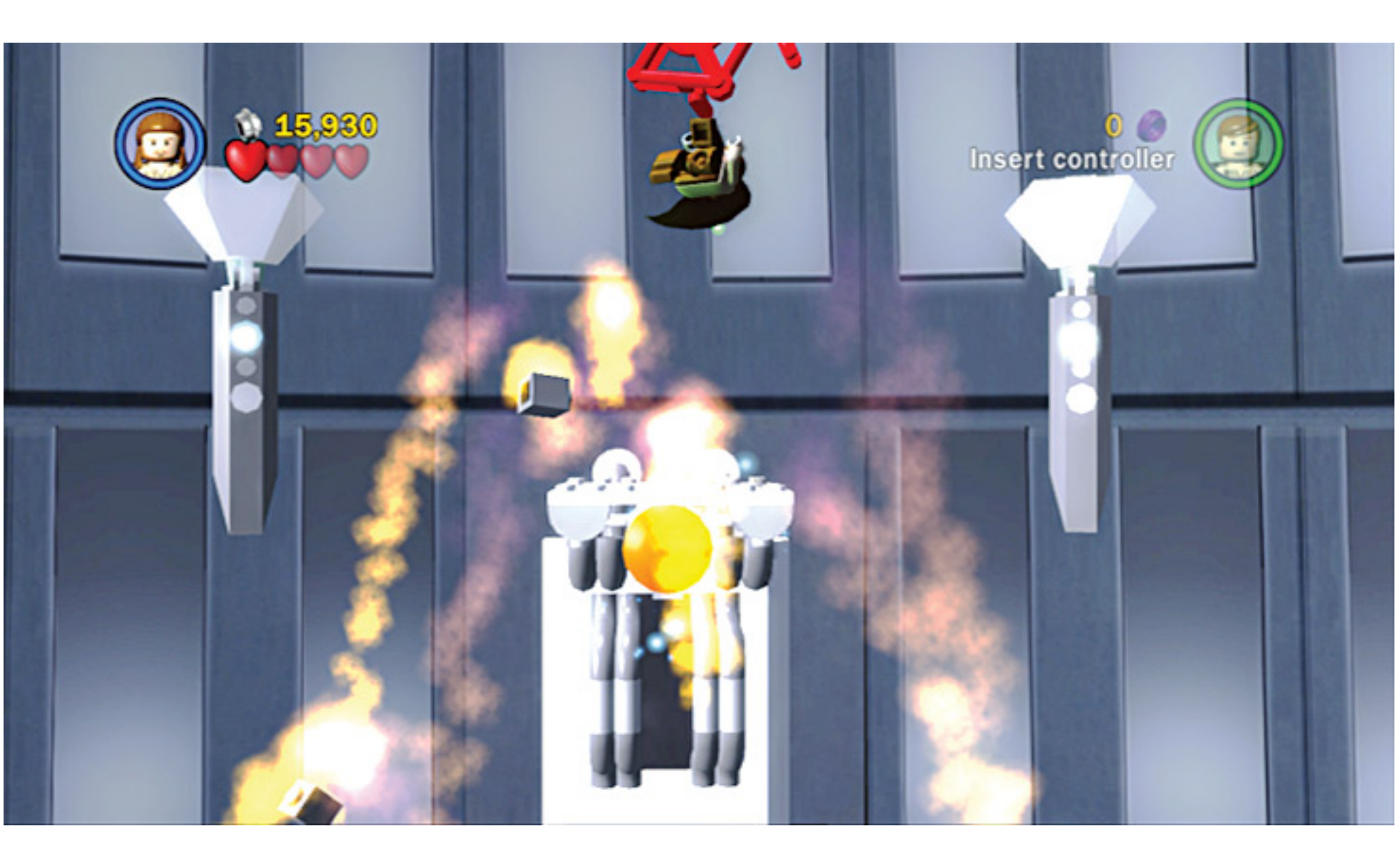
Then use the Force to move a switch on each wall, while your buddy does the same to the other switch to make the pink shield disappear.

Every time you get rid of a shield, Darth Maul moves farther down the hallway and hides behind another one. Keep using the Force to move the wall switches and deactivate the shields; keep up the chase into the next room.

This is it, the big showdown. Darth Maul comes flying in for the attack, so keep your lightsaber up to protect yourself. After he does his attack moves, go on the offensive and slash away.

A solid hit leaves him with less health and causes him to fly across the room in pain. But don't let your guard down, because a second later he comes flying back to try to catch you unaware.

Block his attack again and then move in to eliminate him. After Darth Maul loses all his health, he disappears…but only for a second.



Ride the platforms into the air where you can jump up to grab the LEGO canisters.

After you defeat Darth Maul the first time, he comes back meaner than ever. He uses the Force to create three movable platforms around the walls of the circular room. Stand near one of the platforms and use the Force to lower it.

Bring the platform down just enough to jump on top of it, because bringing it down all the way destroys it.

Jump on the platform, then ride it back to the top and jump in the air to grab a LEGO canister. Do this for all three platforms to get a canister above each one.

Caution

As you use the Force to lower the platforms, Darth Maul might stand on top of them and use the Force to hurl objects at you. When he does this, use your own Force power to hurl them right back at him.

Tip

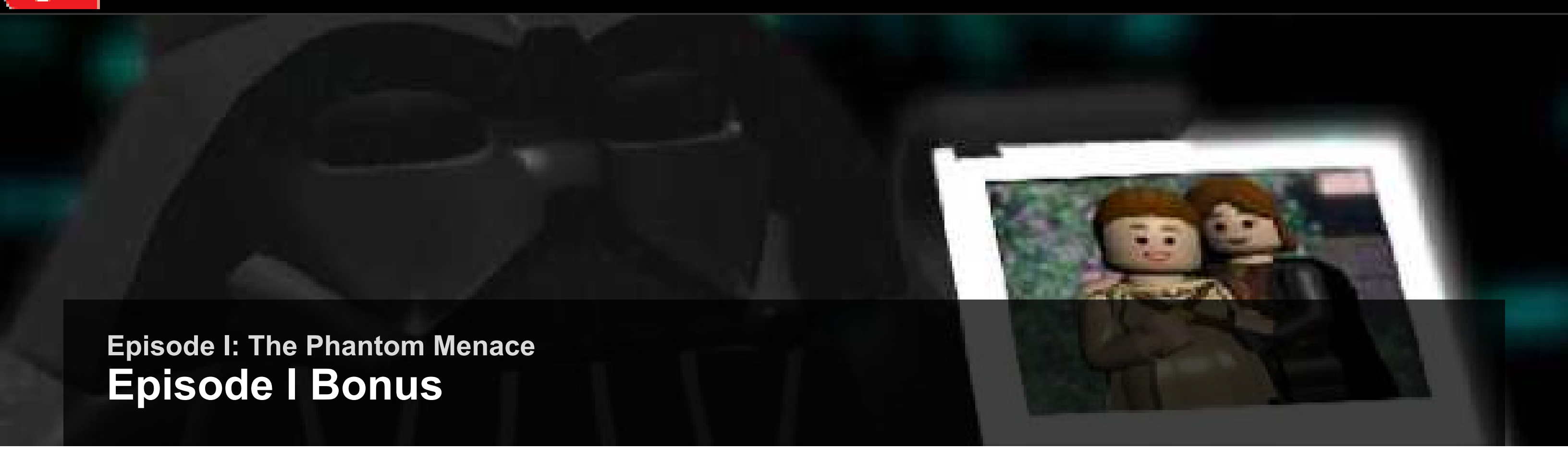
If you aren't careful in the final battle, Darth Maul will make you lose a lot of health. Use the Force on the lights around the room to reveal hidden studs and hopefully some hidden hearts to refill your health.

After you have all three LEGO canisters, smash the platform you were riding. This really irks Darth Maul, who swoops in for the attack again. After you block his initial attack, you get surrounded by an eerie red glow.

That glow is bad news, because it means Darth Maul is using the Force on you! If you don't do anything, you're lifted helplessly into the air and some of your health is taken away.

To avoid becoming Darth Maul's plaything, quickly get in close to him and perform a double jump attack on the ground near him. The attack on the ground hits Darth, disrupting his powers and causing him to take some damage.

After that, he starts swinging his weapon again; block his shots. When he tries to use the Force, double jump attack again to stop him. Keep up this defense-and-attack method until all his health is gone.



Episode I: The Phantom Menace

Episode I Bonus

The bonus section contains three parts. The first part requires you to play through all chapters of Episode I in less than one hour while collecting 100,000 studs.

The second part has you fighting through Theed Palace to collect one million studs in under five minutes. And the third part has you flying along the surface of the planet Tatooine gathering one million studs in under five minutes.

After you successfully complete each part, you get a gold brick added to your collection. If you don't complete a mission in the allotted time, you just have to play again until you do, if you want to earn that brick.

Super Story

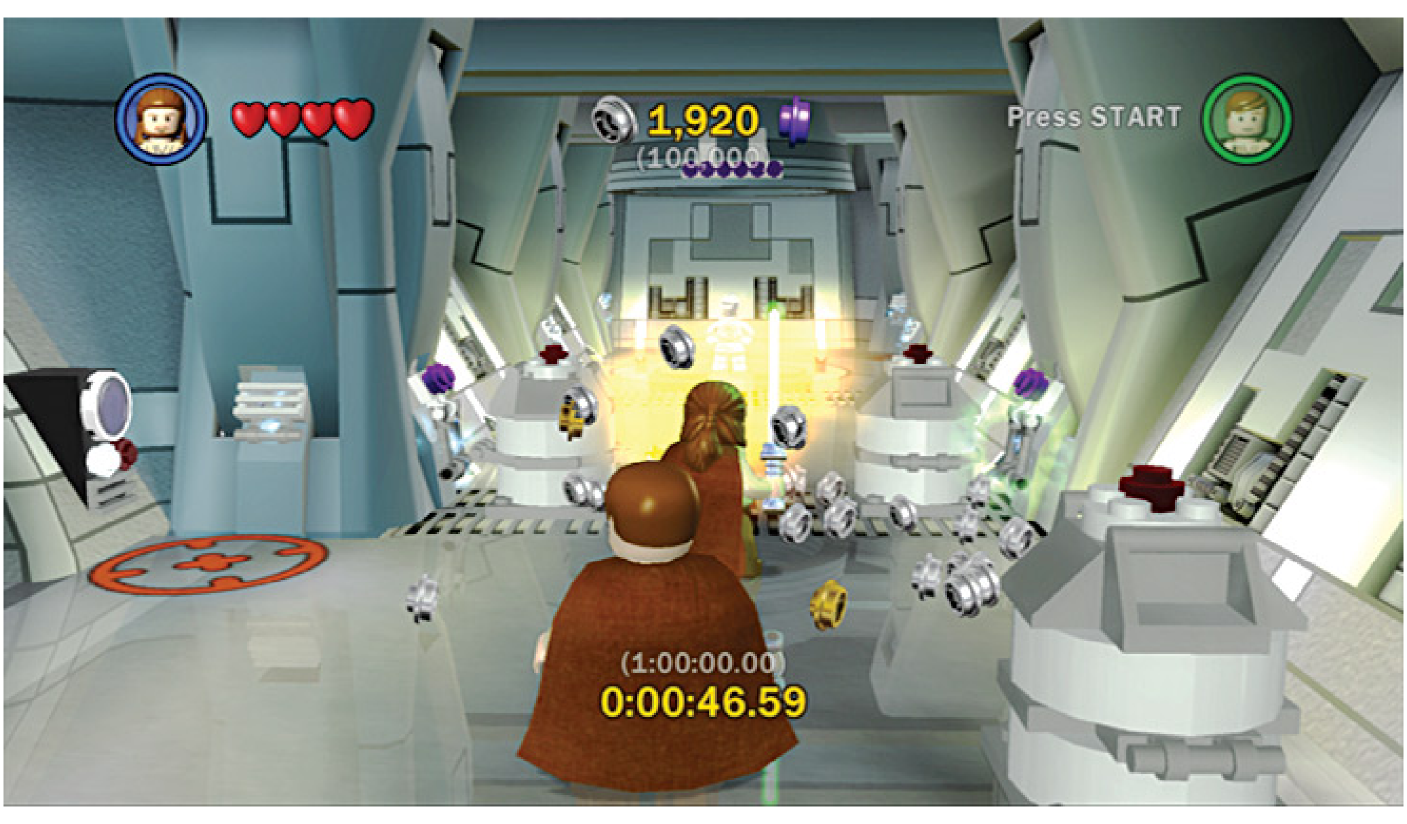
The super story in this bonus chapter is nothing new.

You are simply running through the previous six missions: "Negotiations," "Invasion of Naboo," "Escape from Naboo," "Mos Espa Pod Race," "Retake Theed Palace," and "Darth Maul."

The challenge this time is that you have to play thorough all six chapters consecutively while grabbing 100,000 studs in less than an hour. Because you've already played through these missions, you should have a good feel for them.

Don't waste time in areas where you aren't going to find many studs or that are way off the beaten path. As you move, be sure to hit the areas that have blue studs or many studs in a centralized location.

When you reach your stud goal, you can concentrate on getting through the levels quicker so you can finish in less than an hour.



The containers in the hallway of the craft in "Negotiations" contain lots of studs.

Character Bonus (Theed Palace)

As the Republic struggles to deal with the Trade Federation threat, and the evil Sith plan to destroy the Jedi, daily life goes on across the galaxy.

In Theed Palace on Naboo, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil….

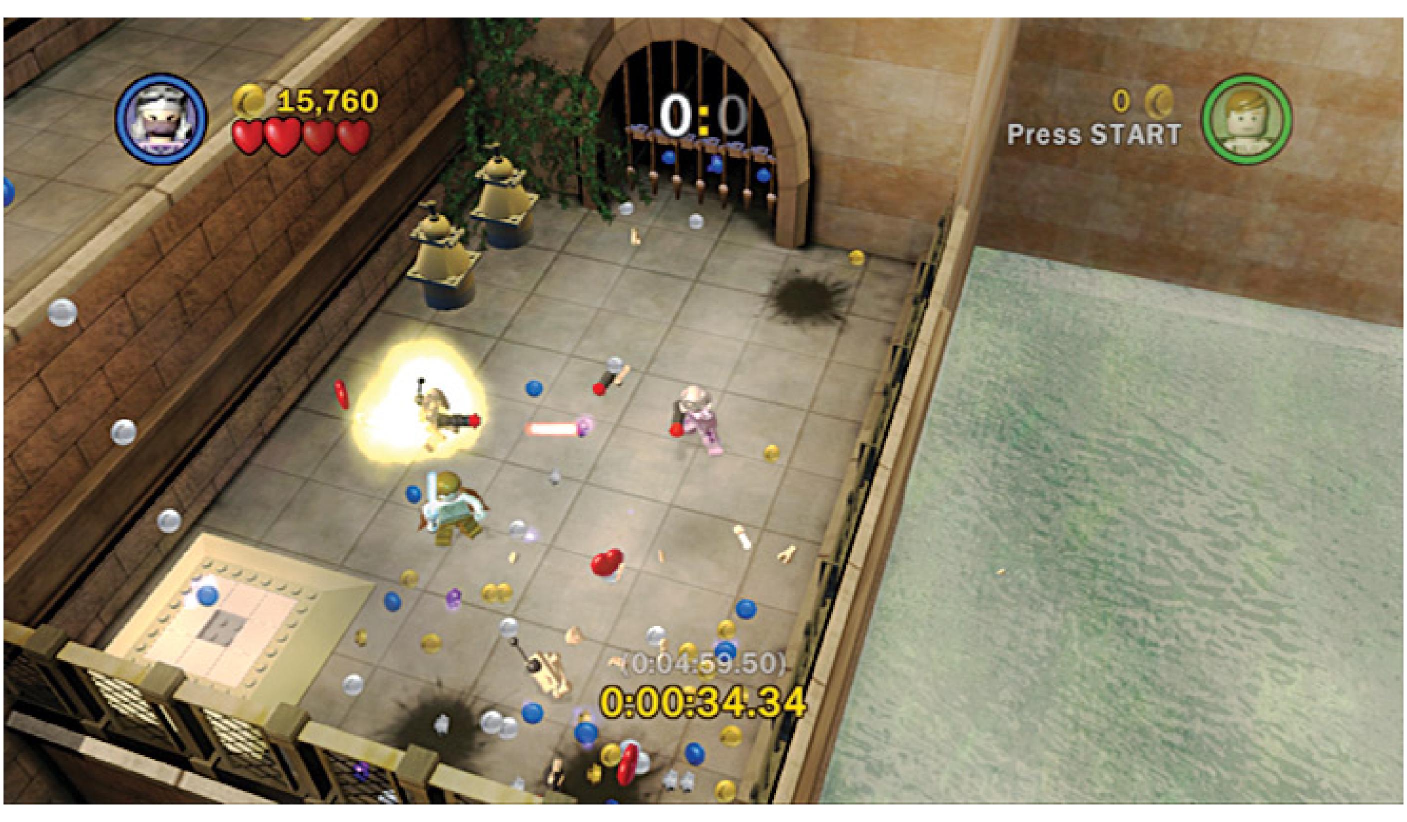
You start this adventure in Theed Palace where you have five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style, so you can choose the main character you want to play and the game picks the rest of your playable characters, all of whom have different abilities.

Try to play this mission with a ghost character who is impervious to attack, but if you don't have one yet, a Jedi will work just fine.

After you start the mission, run toward the screen. Be sure to destroy all the plants, containers, gates, and droids that get in your way because they all leave behind valuable studs for you to collect.

Proceed to the very bottom right corner and smash all the containers you see. From there you can fall to the area below you and smash everything there. A container on the right even has a power up for you to collect each time you break it.



Destroy the equipment in the bottom right corner of the palace to collect major studs!

Once the area is clear, ride the elevator in the left corner to get back to the walkway above, where you can smash everything nearby.

Then fall to the area you just came from and repeat the process. Stay in this area until you collect all the studs you need.

Minikit Bonus (Tatooine)

As the Republic struggles to deal with the Trade Federation threat, and the evil Sith plan to destroy the Jedi, daily life goes on across the galaxy.

In the Podracing arena on Tatooine, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil….

You start this adventure on the sandy desert floor of Tatooine. You have five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style so you choose the main vehicle you want to fly and the game picks the rest of your playable vehicles for the mission.

It is a good idea to use the TIE interceptor on this level because of its speed and power. Many enemies are flying around with you, constantly on your tail, so be quick.

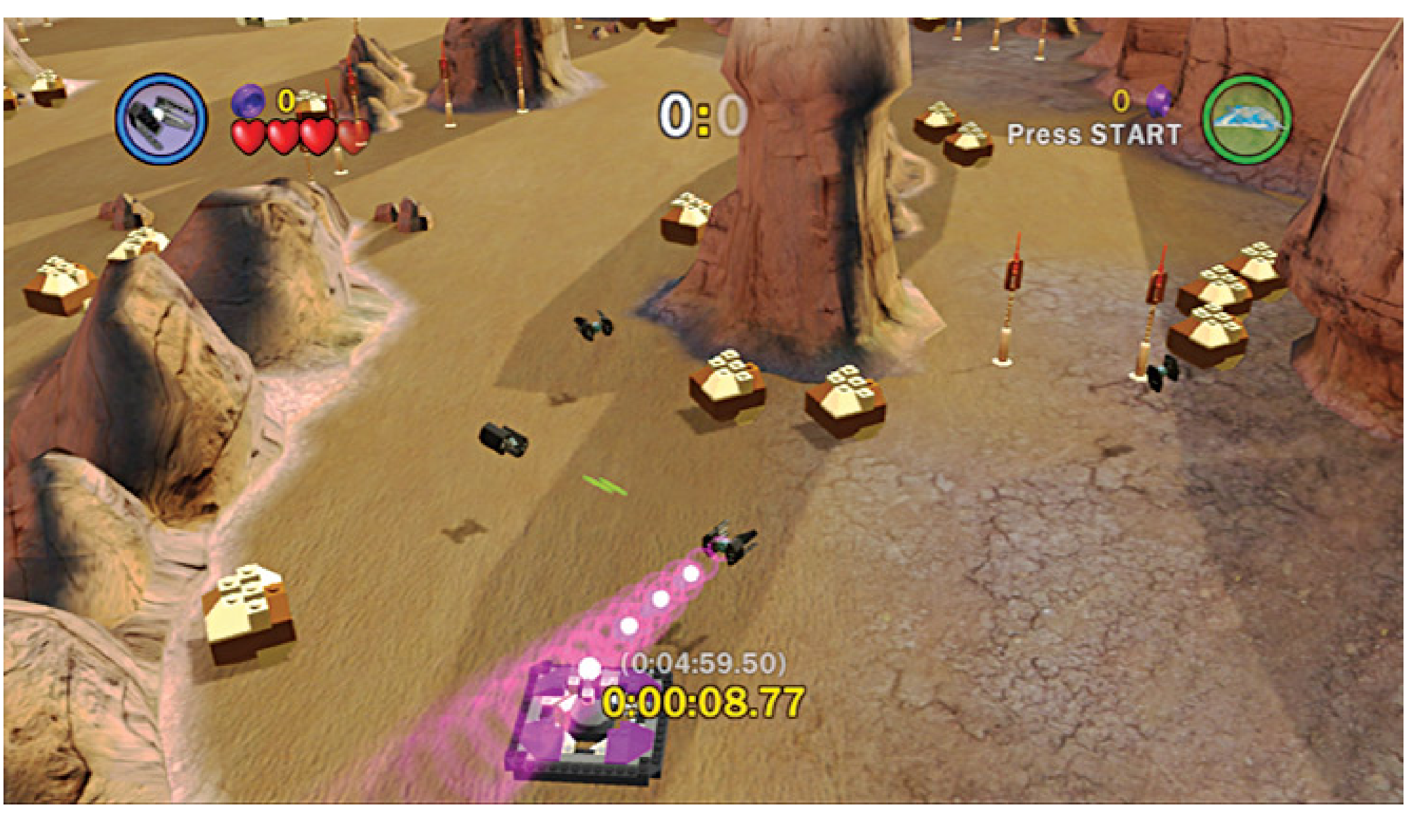
Tatooine is covered with objects that drop studs when destroyed, such as the large round canisters and the tall skinny poles.

As soon as you start, fly south and keep your guns firing to break everything you can in your path. Keep flying all the way south until you get to the end of the trail and a purple bomb dispenser.

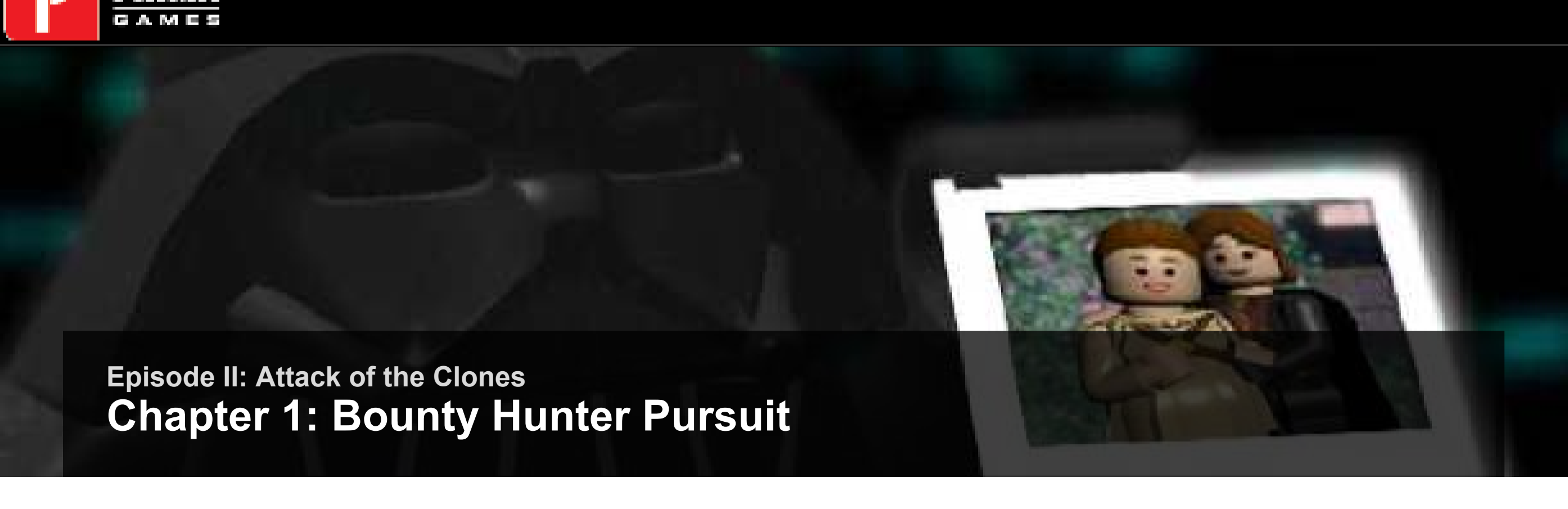
Loop around it three times to pick up three bombs that trail behind you, then head back north. Fly toward the large containers that have the purple reticles on them when you get close with your bombs.

Blast them open and collect the really valuable goods that drop out. Once you are out of bombs, go back to the dispenser and repeat the process.

Be sure to keep blasting all the breakable stuff around to keep those studs coming in until you reach your goal.

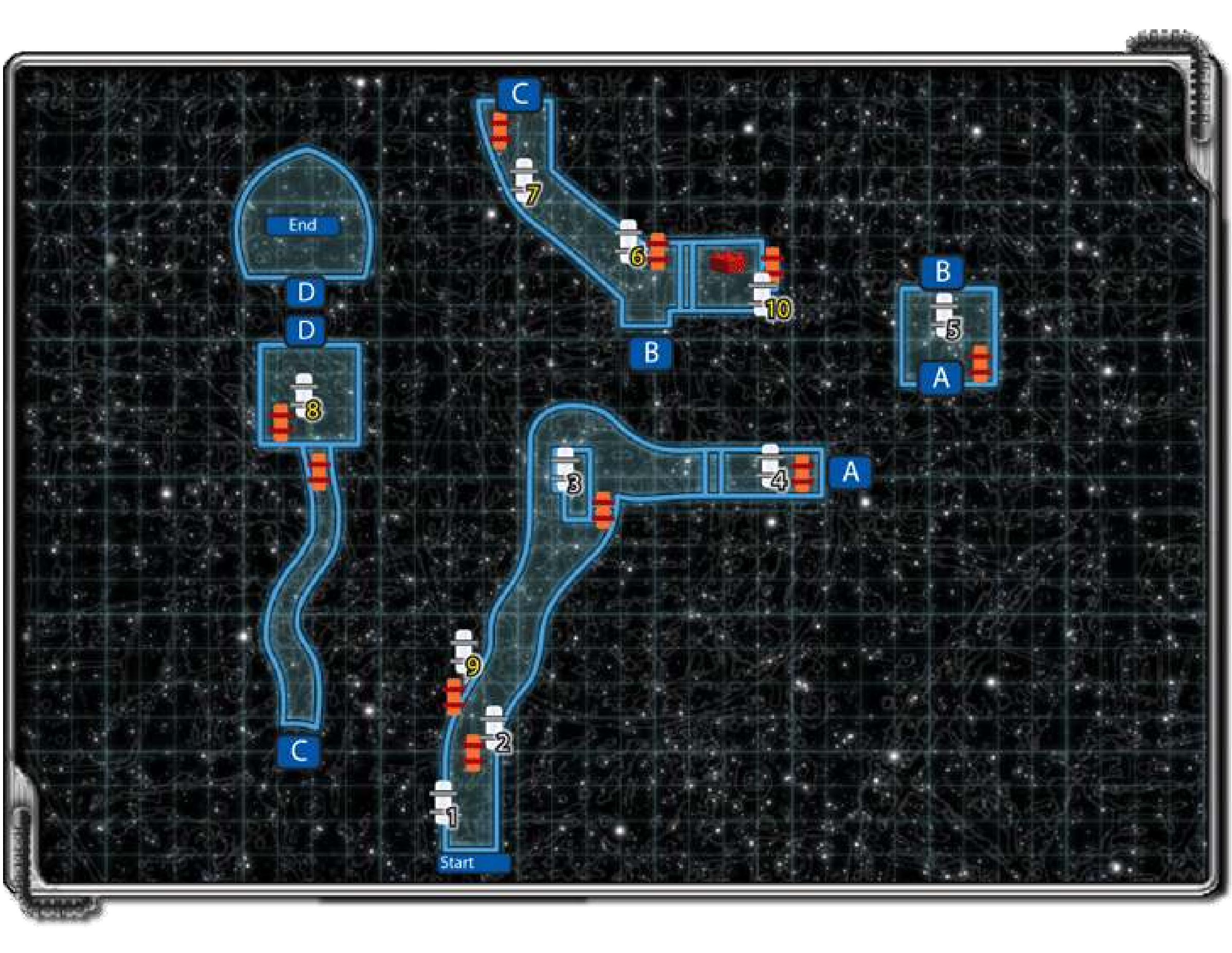


Grab the purple bombs from the dispenser in the south.



Episode II: Attack of the Clones

Chapter 1: Bounty Hunter Pursuit



LEGEND

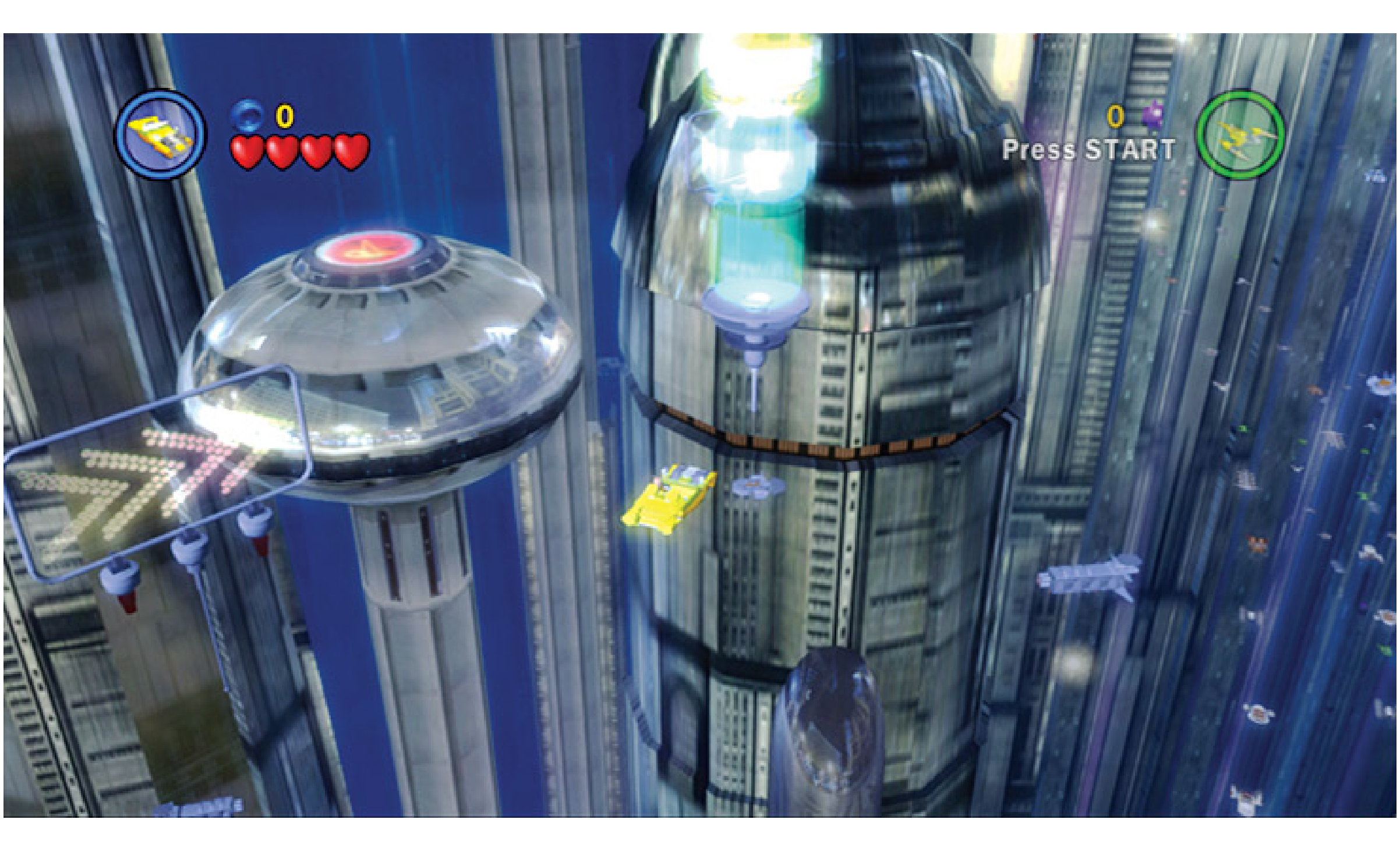
- 1 Blast the six large green lights in the first area and four in the second area.
- 2 Destroy all five turret guns in the first area.
- 3 When the road bends to the right, destroy all five rooftop antennas.
- 4 Use your bombs on the large traffic light before the first tunnel.
- 5 Blast all the equipment on the first rooftop you get trapped on.
- 6 Shoot the three triangular signs after you enter the second area.
- 7 Destroy all five of the turret guns in the second area.
- 8 Blast all the equipment on the second rooftop.
- 9 Use a TIE fighter to open the gate in the building on the left in the first area.
- 10 Use a TIE fighter to open the gate in the building to the right after you exit the first rooftop.
- Blast all the lights on the left side of the street so they are all on at once.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

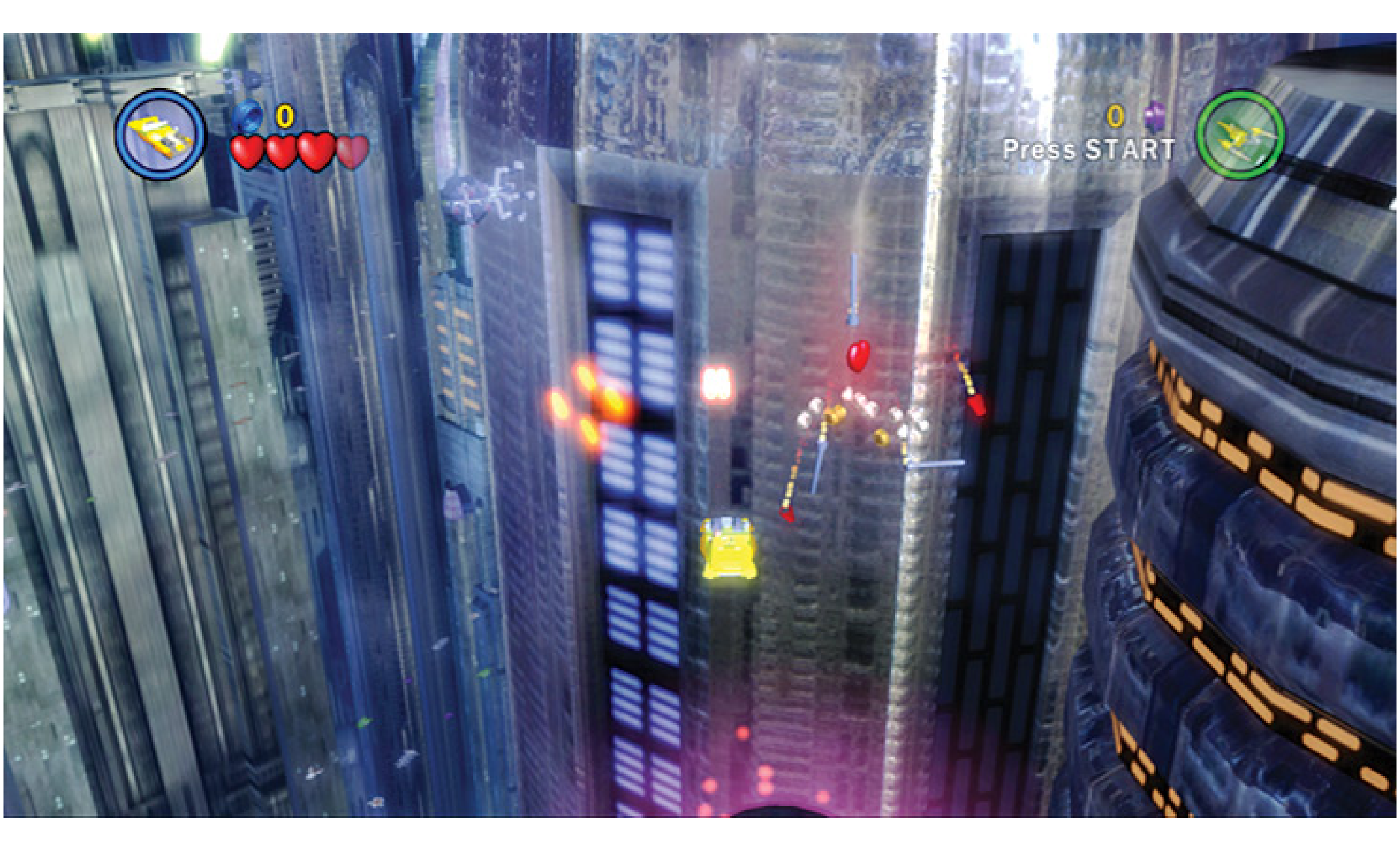
Challenge Mode Canisters

Note

You are flying high above the city of Coruscant, so it can be hard to see where you are going. Keep an eye on the traffic moving below you to get an idea of where you are.

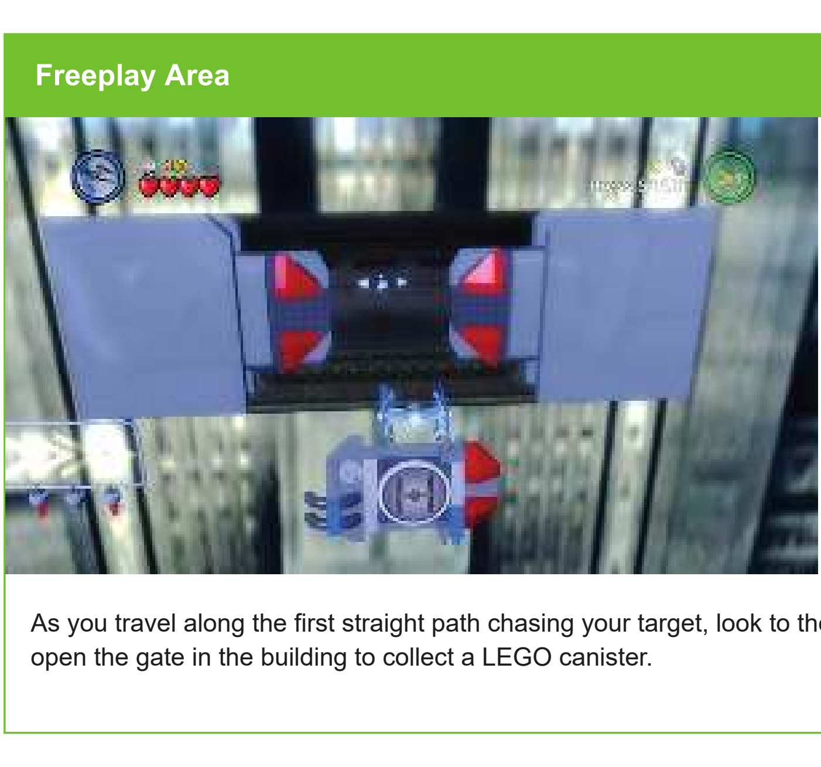


As you chase after Zam Wesell, keep an eye out for the large green lights located on the sides of the road. There are six in the first area and four in the second. Destroy all 10 to collect a LEGO canister.

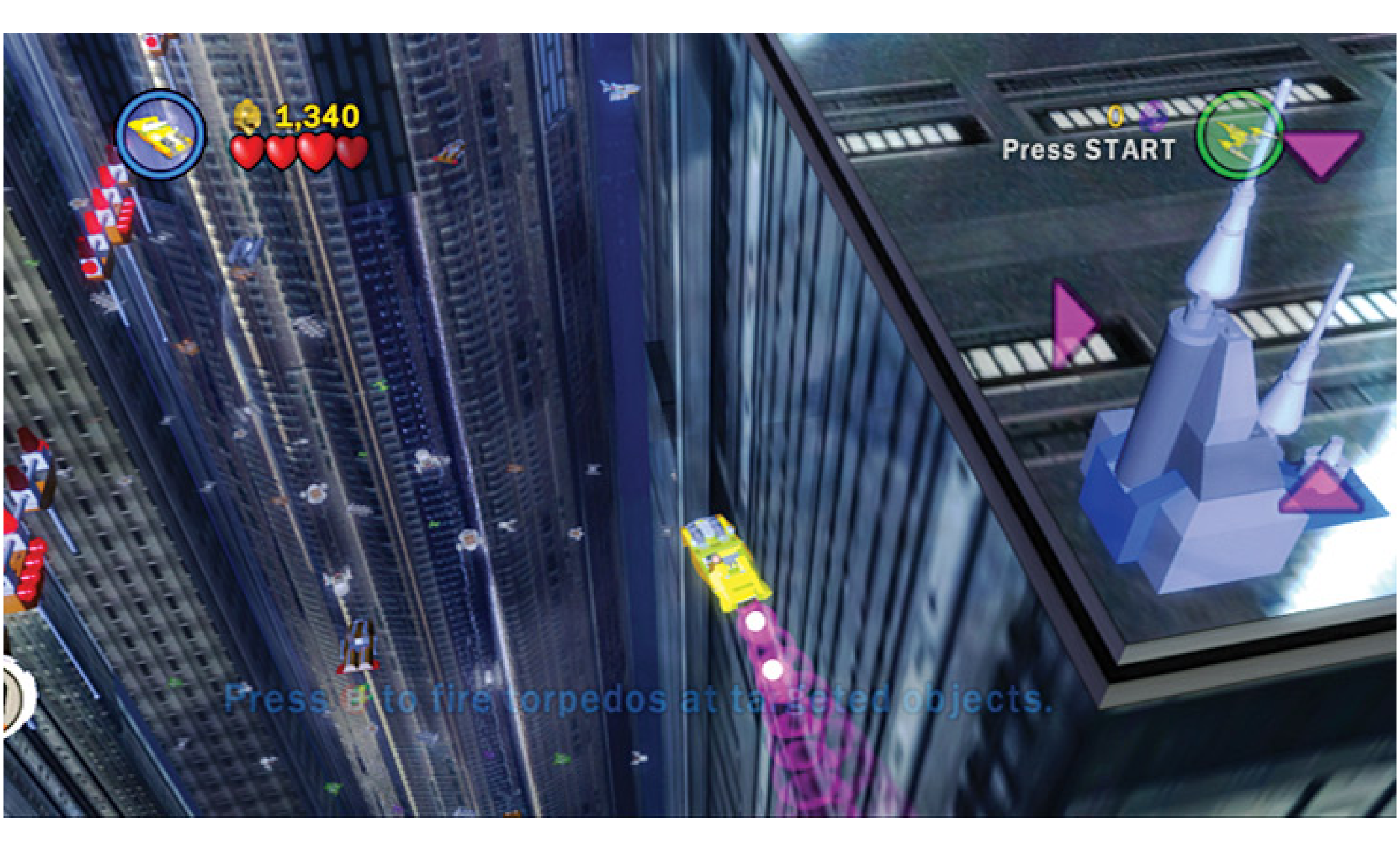


As you chase after your target, be sure to destroy the turret guns on the buildings trying to take you out. Destroy all five in the first area for a LEGO canister.

Freeplay Area



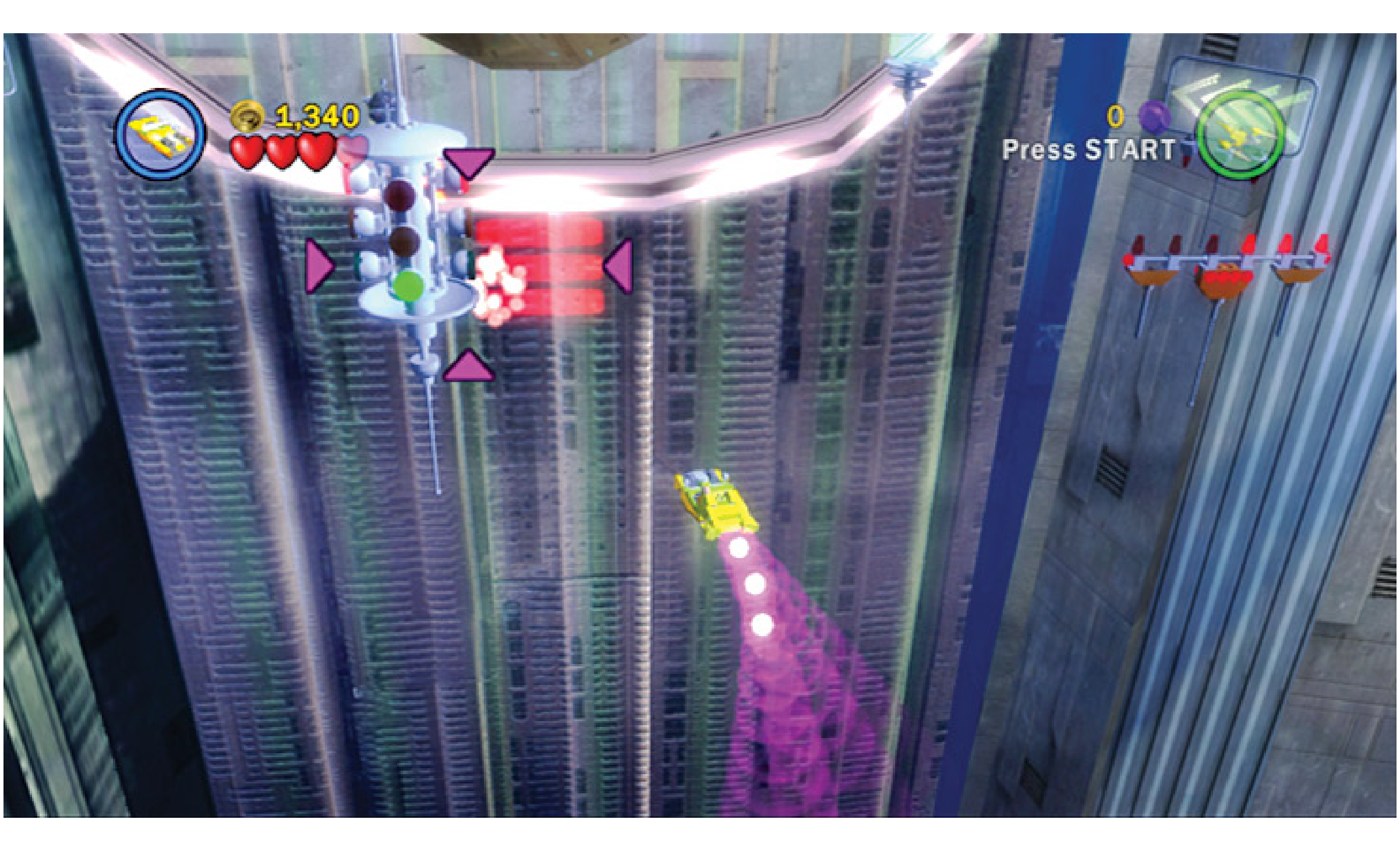
As you travel along the first straight path chasing your target, look to the left side of the road. Switch to a TIE fighter and open the gate in the building to collect a LEGO canister.



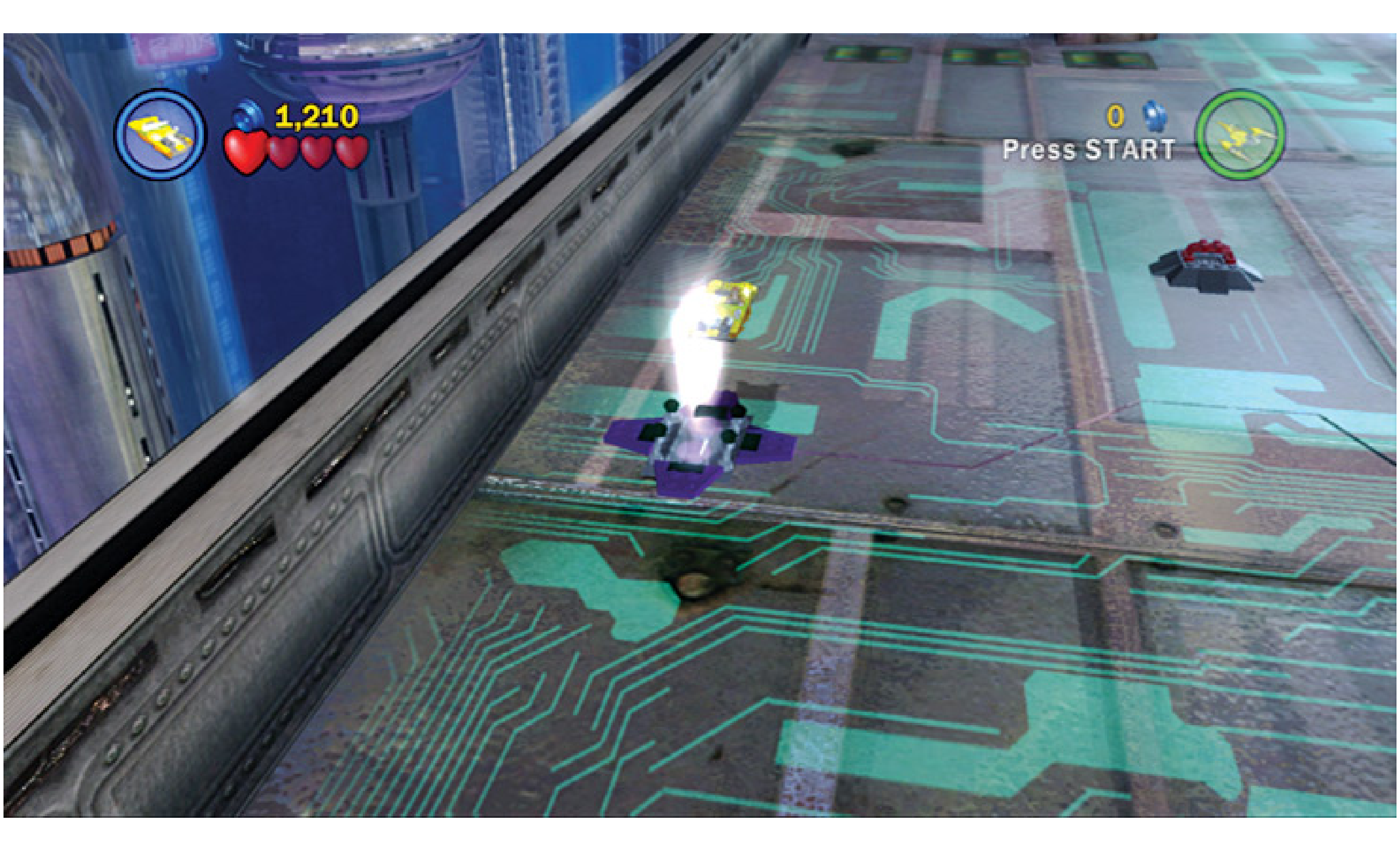
When the road bends to the right, you pass by a rooftop. Use your purple bombs to destroy all five rooftop antennas and you get another LEGO canister.

Note

To get some purple bombs, find the slow vehicles towing them around the city.

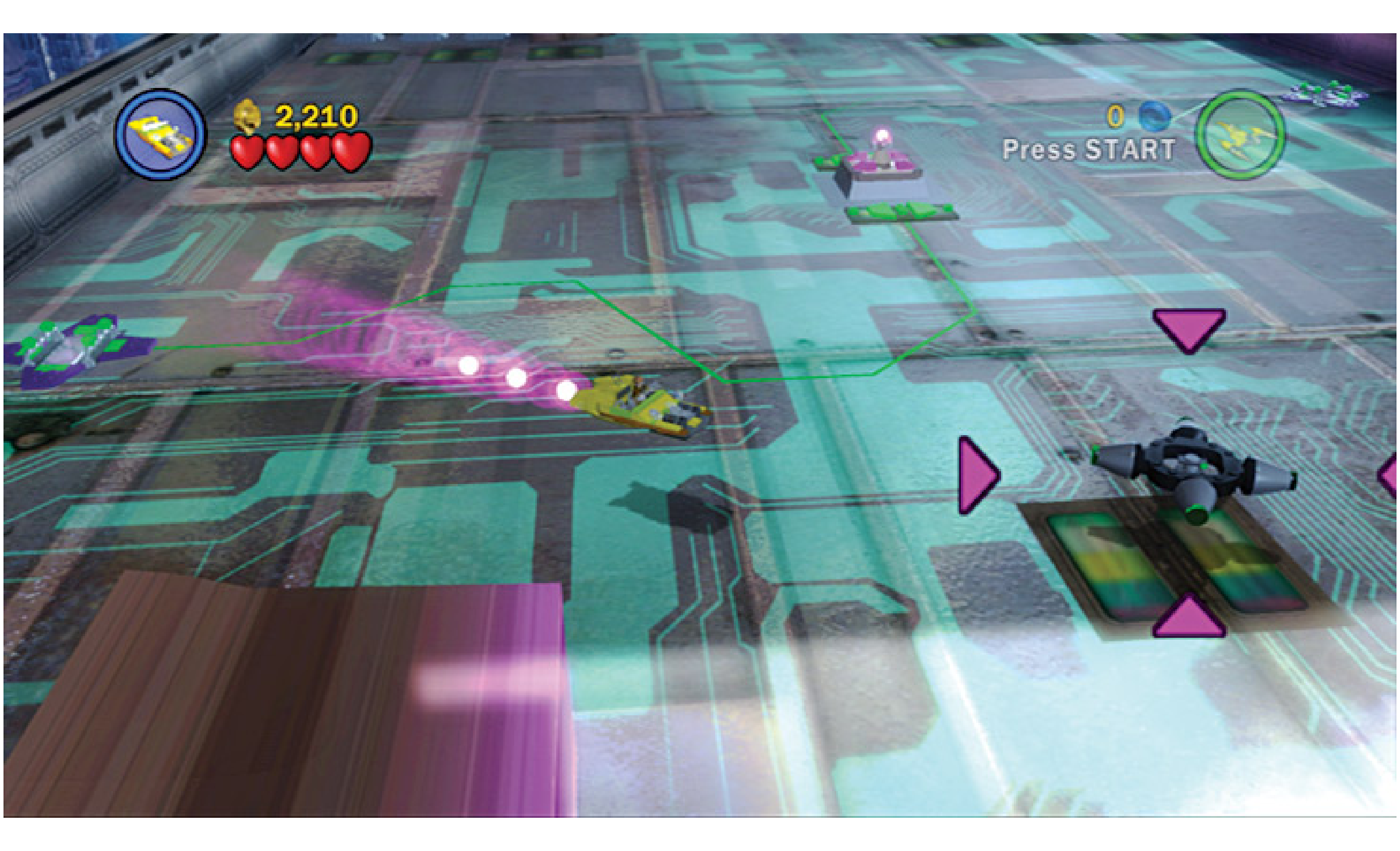


Before you head into the first tunnel, use your bombs on the large traffic light to get a LEGO canister.

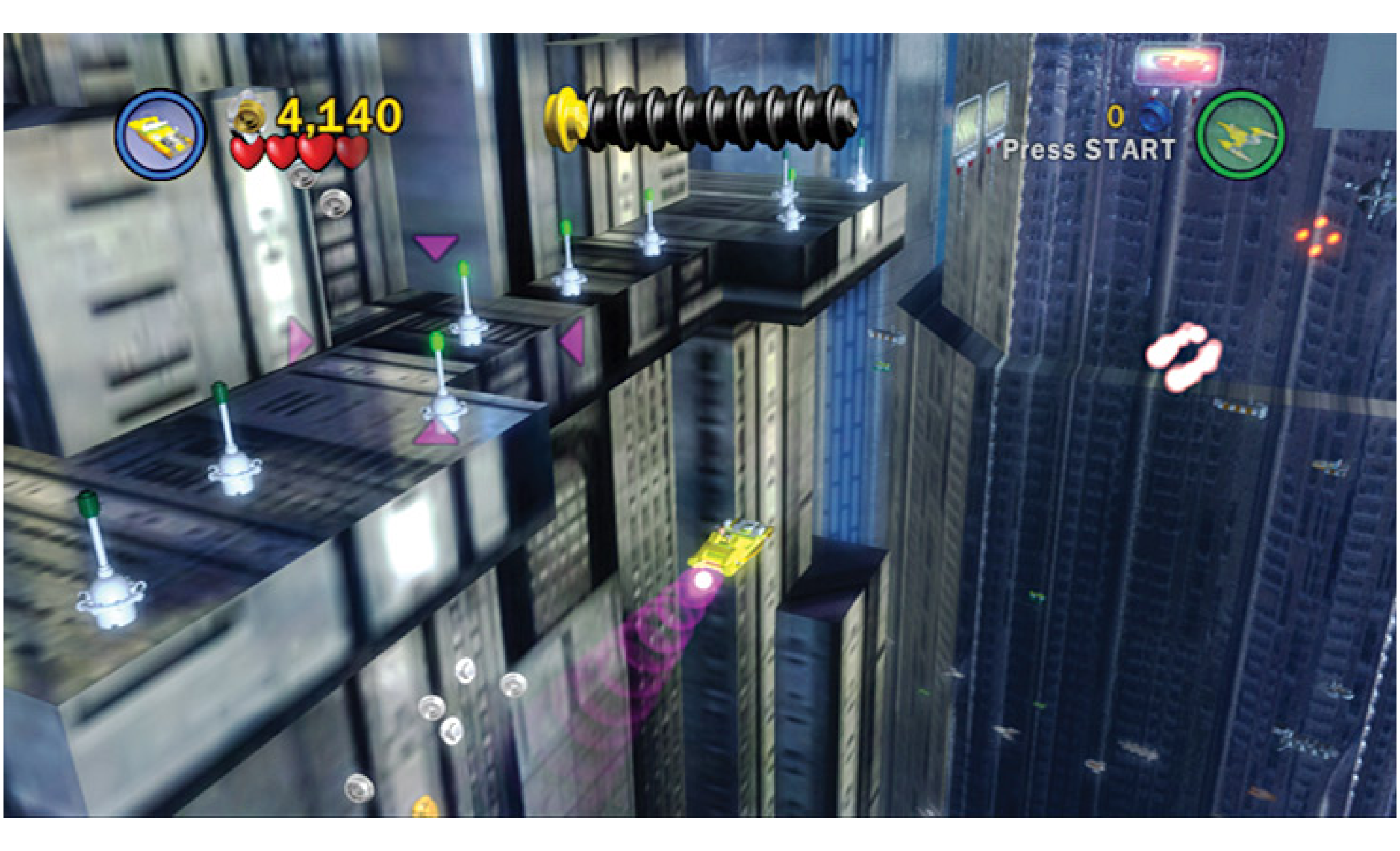


Once you head through the first tunnel, you end up trapped on a rooftop! Blast the guns in the corners and once all six are destroyed, fly over the steam vents on the roof.

Once you fly over all the vents, a bomb dispenser appears on the roof. Use the bombs on the shield generators to destroy the shield so you can continue.



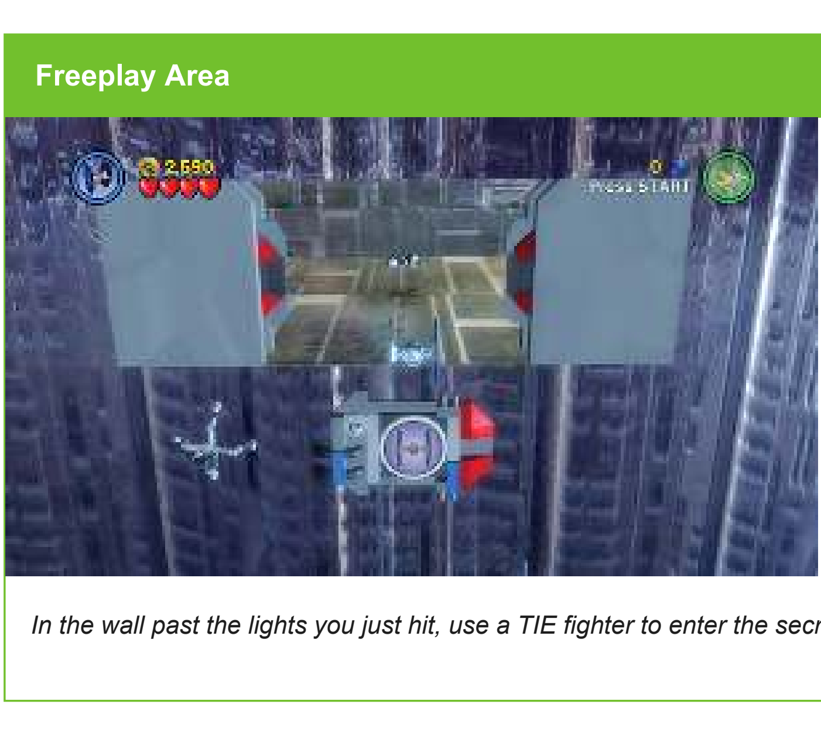
Before you leave, blast all the equipment on the rooftop and a LEGO canister rises near the gate you entered for you to shoot and collect.



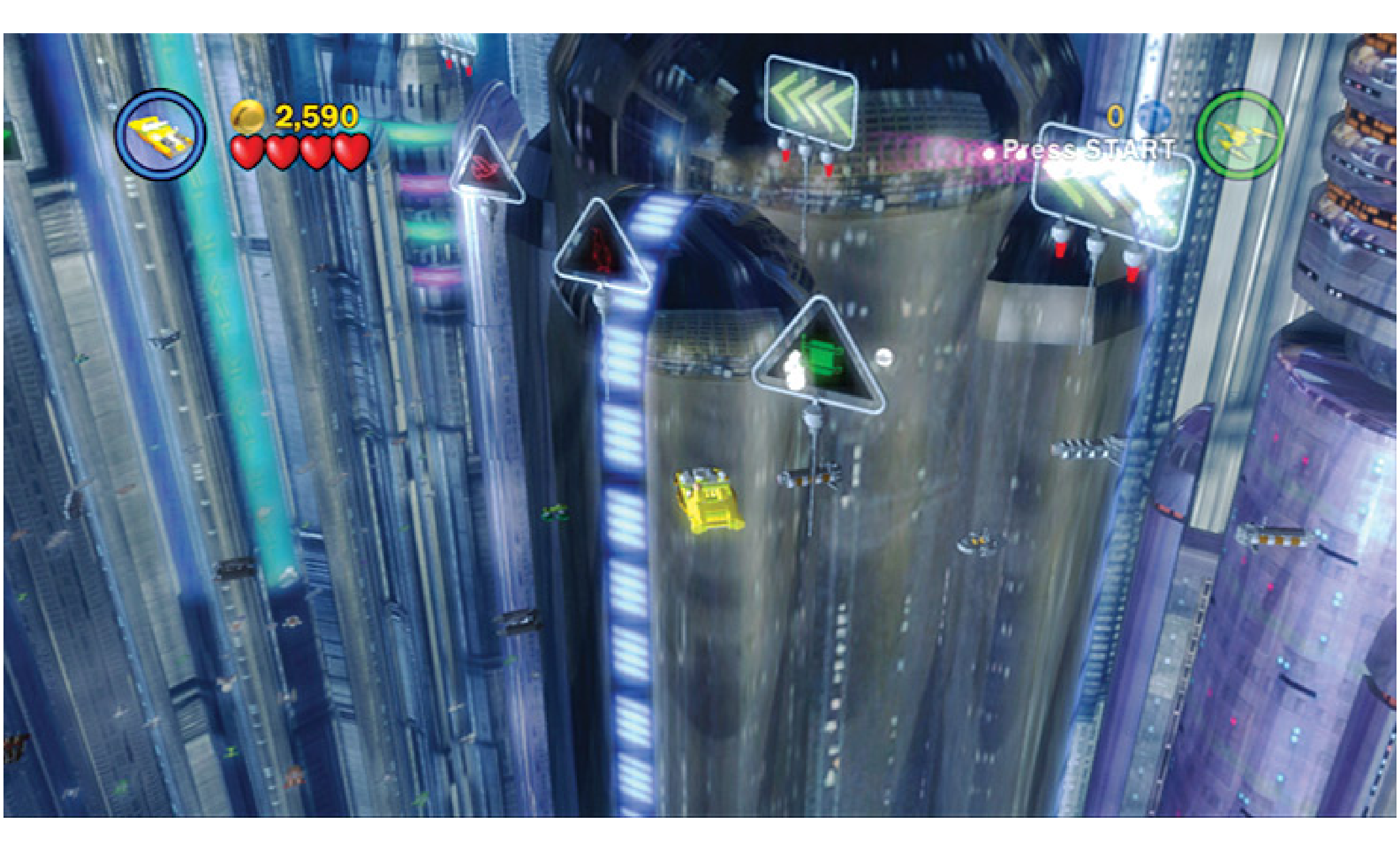
As soon as you leave the first rooftop, the bounty hunter you are chasing flies off to the left. Before you continue the chase, head right.

Blast all the lights on the left side of the street so they are all on at once, and a big red balloon rises up with a red power brick for you to collect.

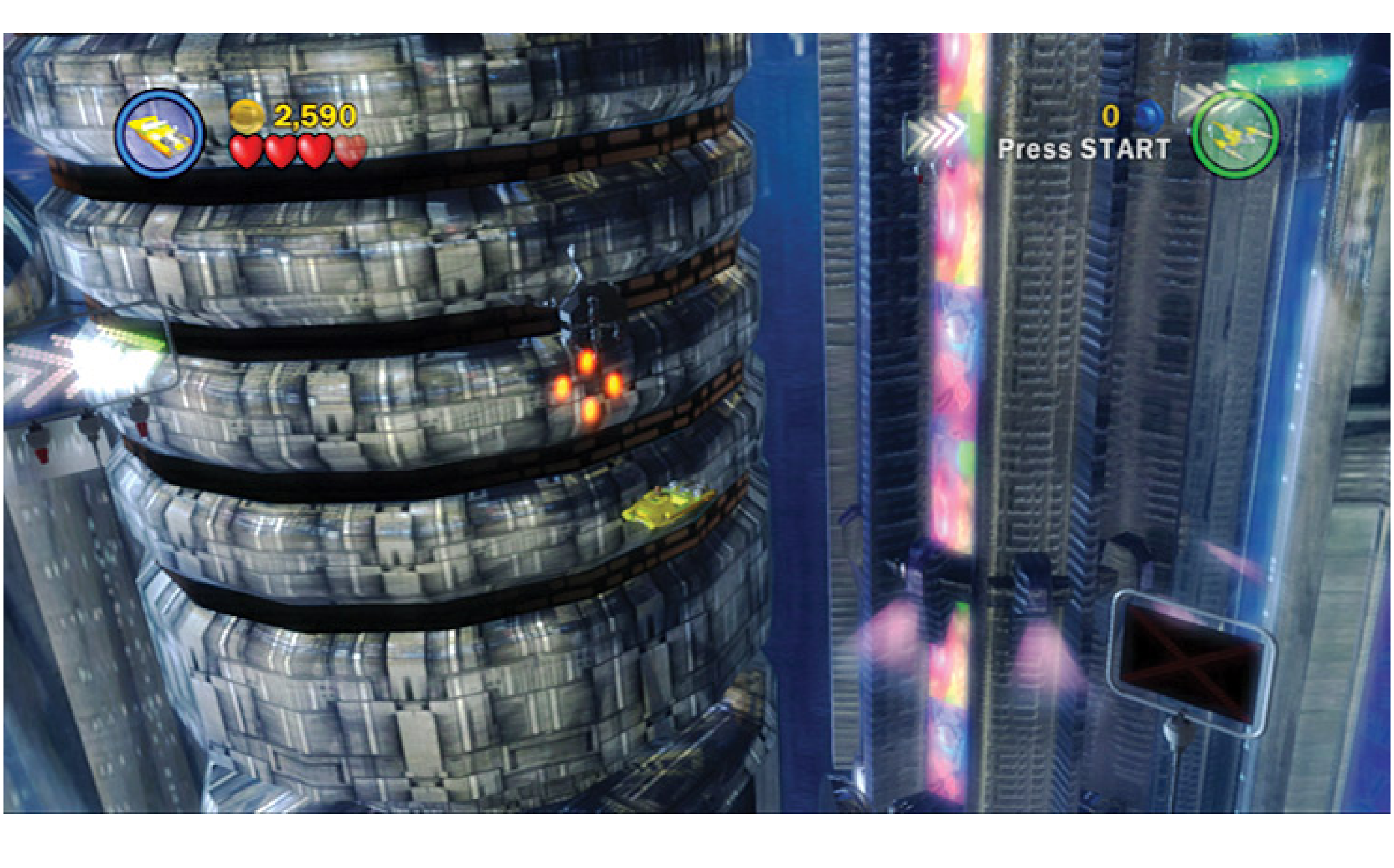
Freeplay Area



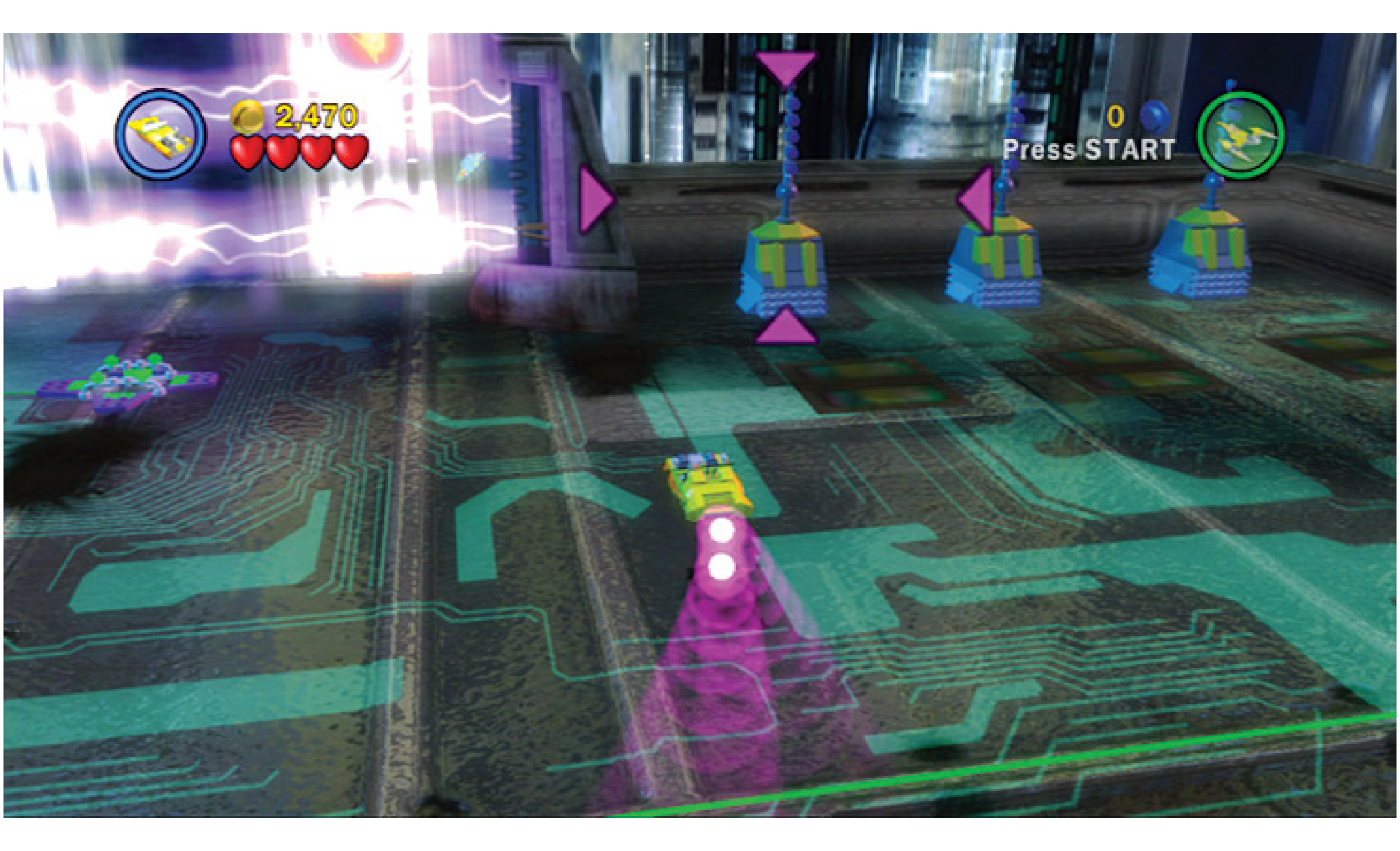
In the wall past the lights you just hit, use a TIE fighter to enter the secret room for a LEGO canister.



After you collect all the loot from the right side, head back the way you came. Across the road from where you enter the second area, you find three triangular signs. Shoot all three and you are rewarded with a LEGO canister.

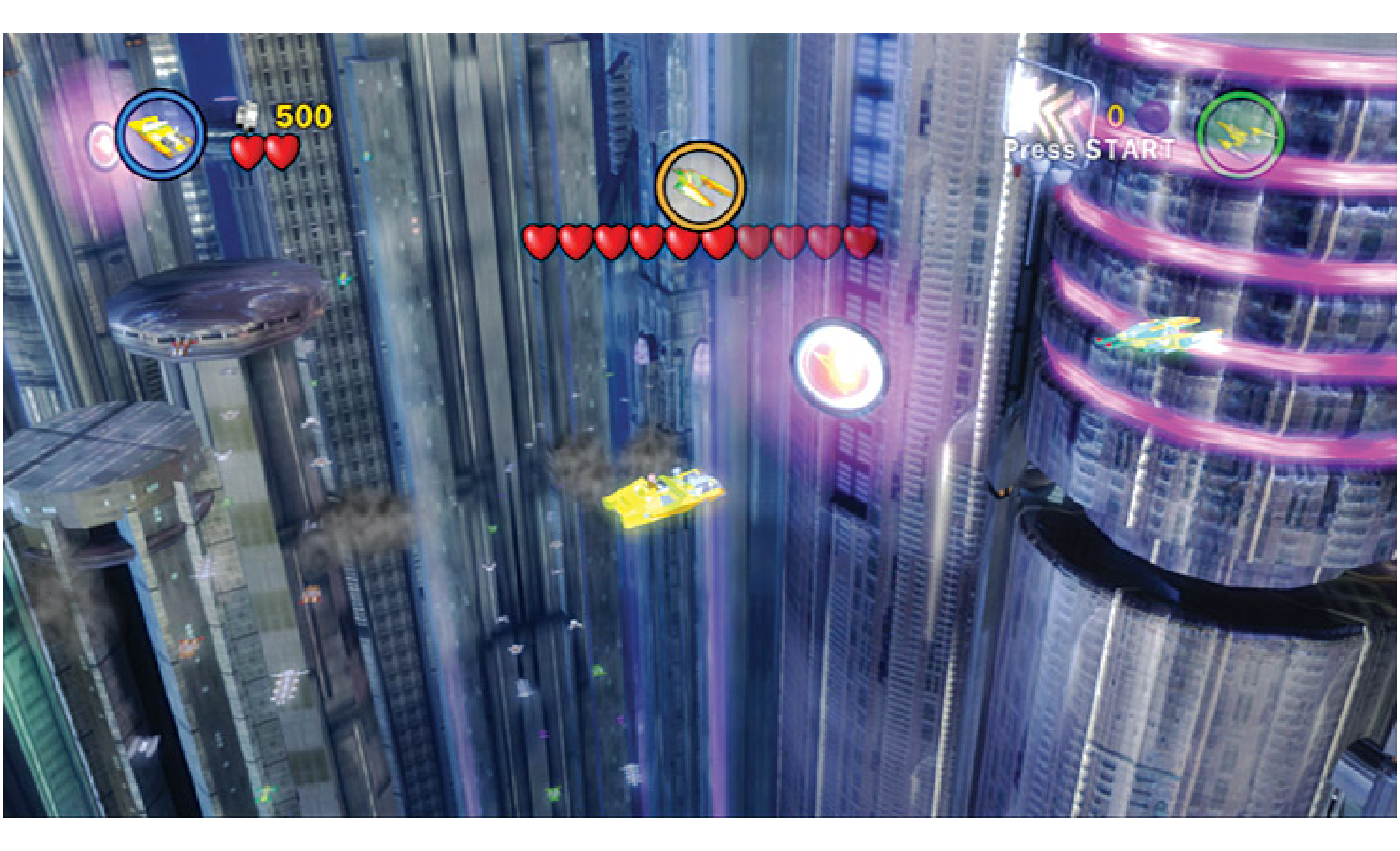


As you follow that bounty hunter through the streets of the second area, be sure to destroy all five of the turret guns shooting at you. After the fifth one is gone you get a LEGO canister.

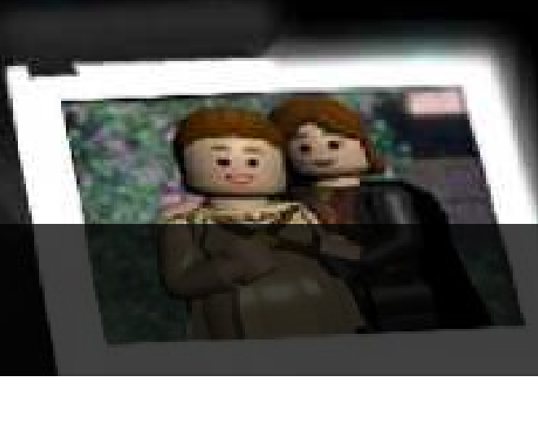


Head through the tunnel at the end of the second area and you find yourself trapped on another rooftop with even more guns and shield generators.

Destroy the guns in every corner of the rooftop, then fly over the steam vents to get some bombs to use on all 12 shield generators. Be sure to blast all the equipment around so you can collect another LEGO canister.

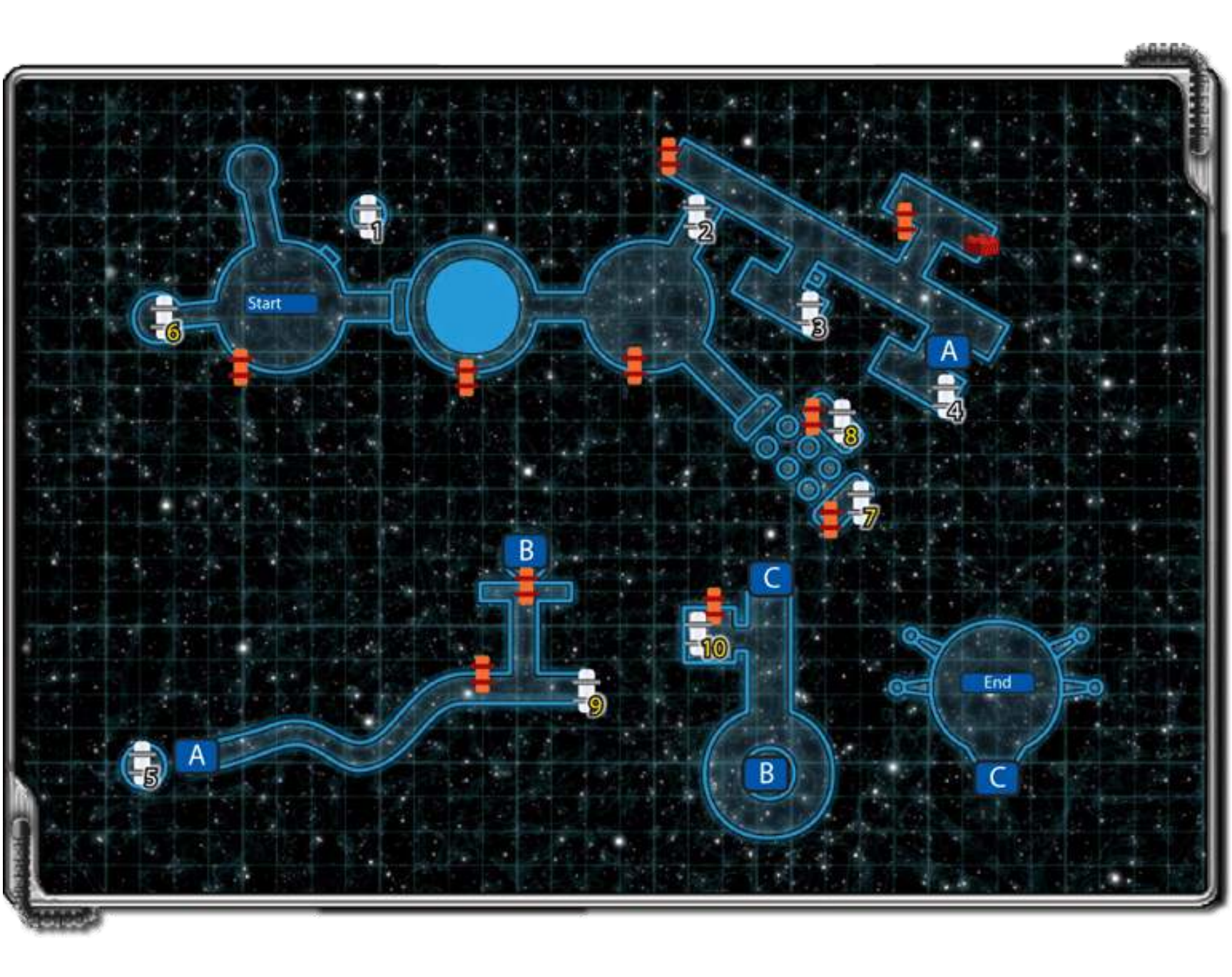


After you leave the second rooftop, it’s time to battle that murderous bounty hunter. It’s an easy fight. Just keep blasting the enemy ship until you win.



Episode II: Attack of the Clones

Chapter 2: Discovery on Kamino



LEGEND

- 1 Send your astromech droid over to the small circular platform.
- 2 Use the Force to turn all six dials located on the walls of the hallway.
- 3 Use the Force four times on the vending machine and then again to put the picture on the wall back together. This will open up the vending machine for you.
- 4 Step on the circular floor lights that match those on the wall.
- 5 Use your astromech droid to float out to a small circular platform to the left of the main walkway.
- 6 Use a super jump character to jump into the air once the circular platform is fixed.
- 7 Use the Force to undue the latch holding down the small elevator at the center of the platform. Once the elevator is up, double jump into the air from on top of it.
- 8 Use a small character to enter every chute in the wall until you get your prize.
- 9 Ride the small elevator up and blast the three targets on the wall to open up the case nearby.
- 10 Use a dark Force character to get into the room on the left then use the Force to pull the switch on the wall once you enter the room.
- Step on all the circles on the floor to get the disco lights going.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

The planet's surface is covered in nothing but water, and the rains keep coming. Luckily, the facility you're on is high above the ocean and the waves won't get you.

Unfortunately, you're getting soaked from the rain, so take care of business outside so you can find someplace a little drier.

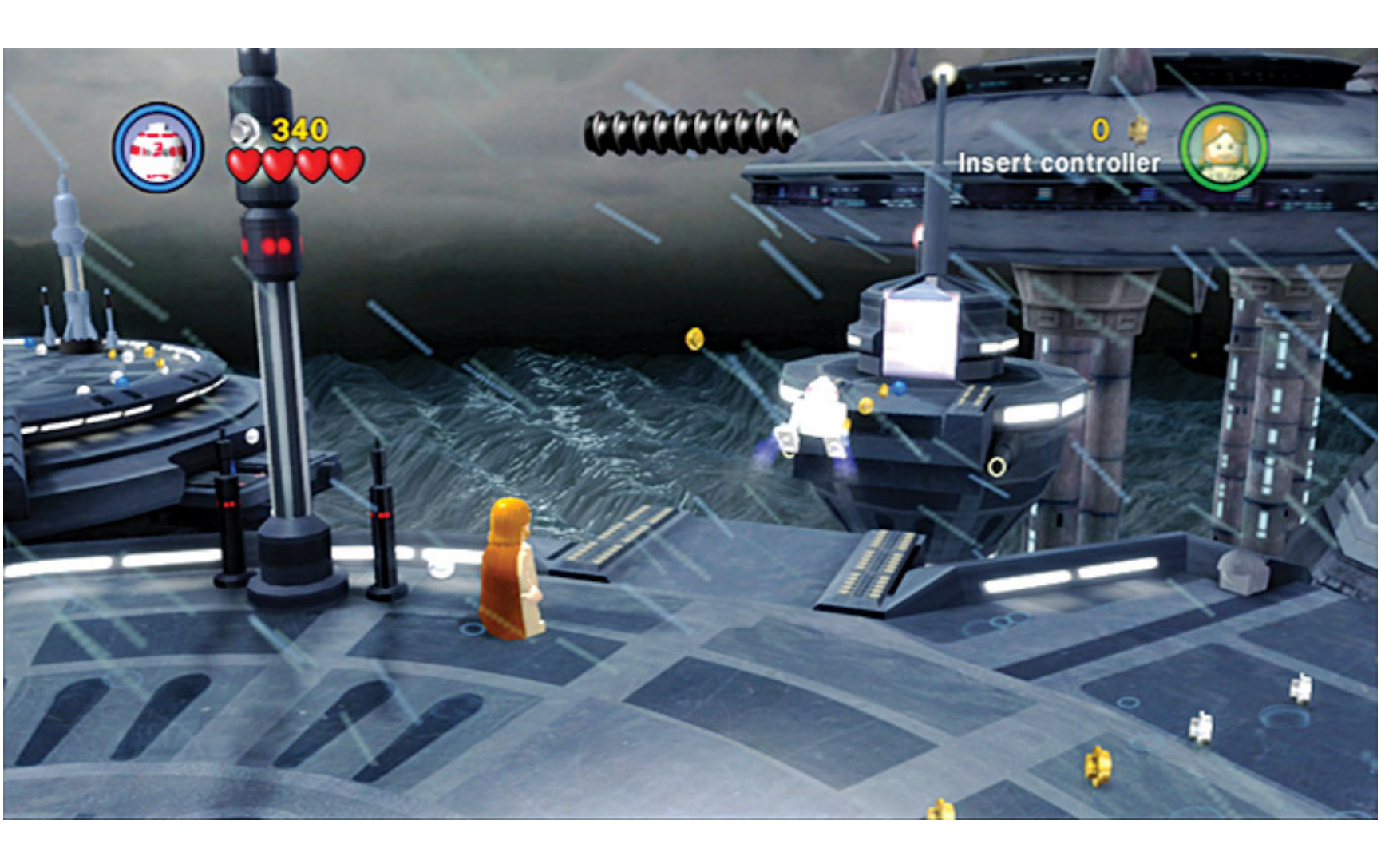
The large circular landing pad you start on has a few smaller platforms connected to it. Run straight ahead; you find one of the local inhabitants and a piece of broken machinery.

Use the Force to fix the problem and the walkway leading to the main facility becomes usable.

Another small platform to the right of the first one you explored has been disconnected from the landing pad. Switch to R4-P17 and float across the gap to reach the other side.

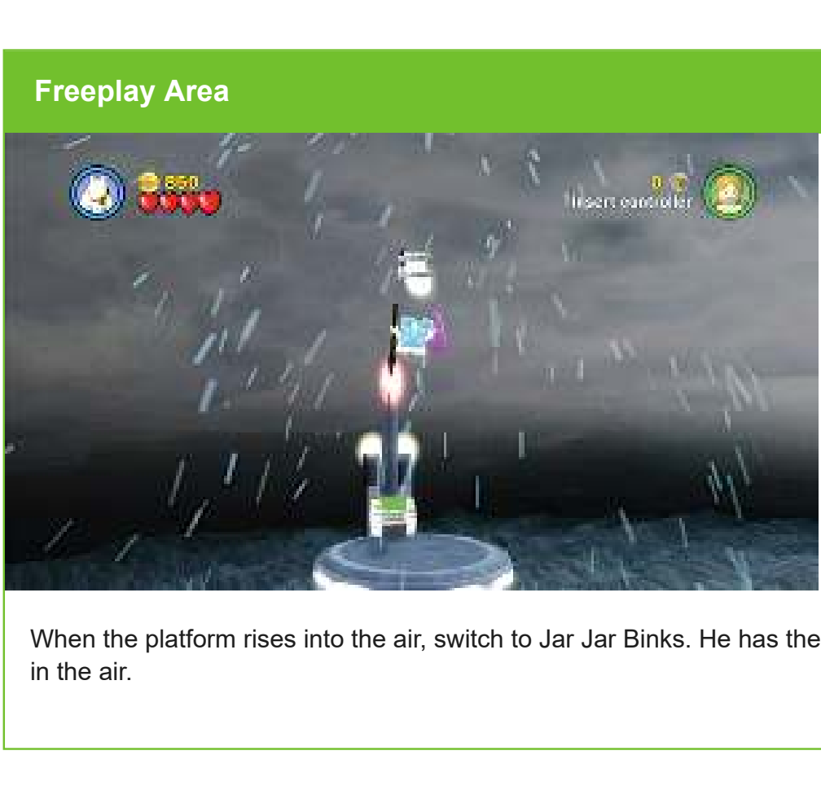
After you reach the small platform, a compartment opens up; grab the LEGO canister. Float back to the main landing pad and grab the studs all along the landing pad and ship.

There are some gears lying on the small platform connected to the landing pad. Use the Force to return them to where they need to go. After you fix the problem, the small platform at the end rises into the air.



Only an astromech droid like R4-P17 can make it across the gap.

Freeplay Area



When the platform rises into the air, switch to Jar Jar Binks. He has the jumping ability to grab the LEGO canister floating in the air.

With the area clear, follow the Kaminoan down the main walkway and into the main facility, collecting studs as you go. Inside, follow the hallway to the left until you reach a locked gate in the outer wall.

Use your droid to open it, and use the Force to empty the bucket. Next, use the Force in the hall to brush up some studs with the mop.

If you stop using the Force on the mop, it returns to the closet, so only stop long enough to catch up to it, before using the Force on the mop again. Once the mop goes all the way around and back to the closet you are rewarded with studs.

Next, run around the circular corridor; use the Force to turn on all the lights around the center. Collect the goods that spill onto the floor, then follow the Kaminoan through the next door.

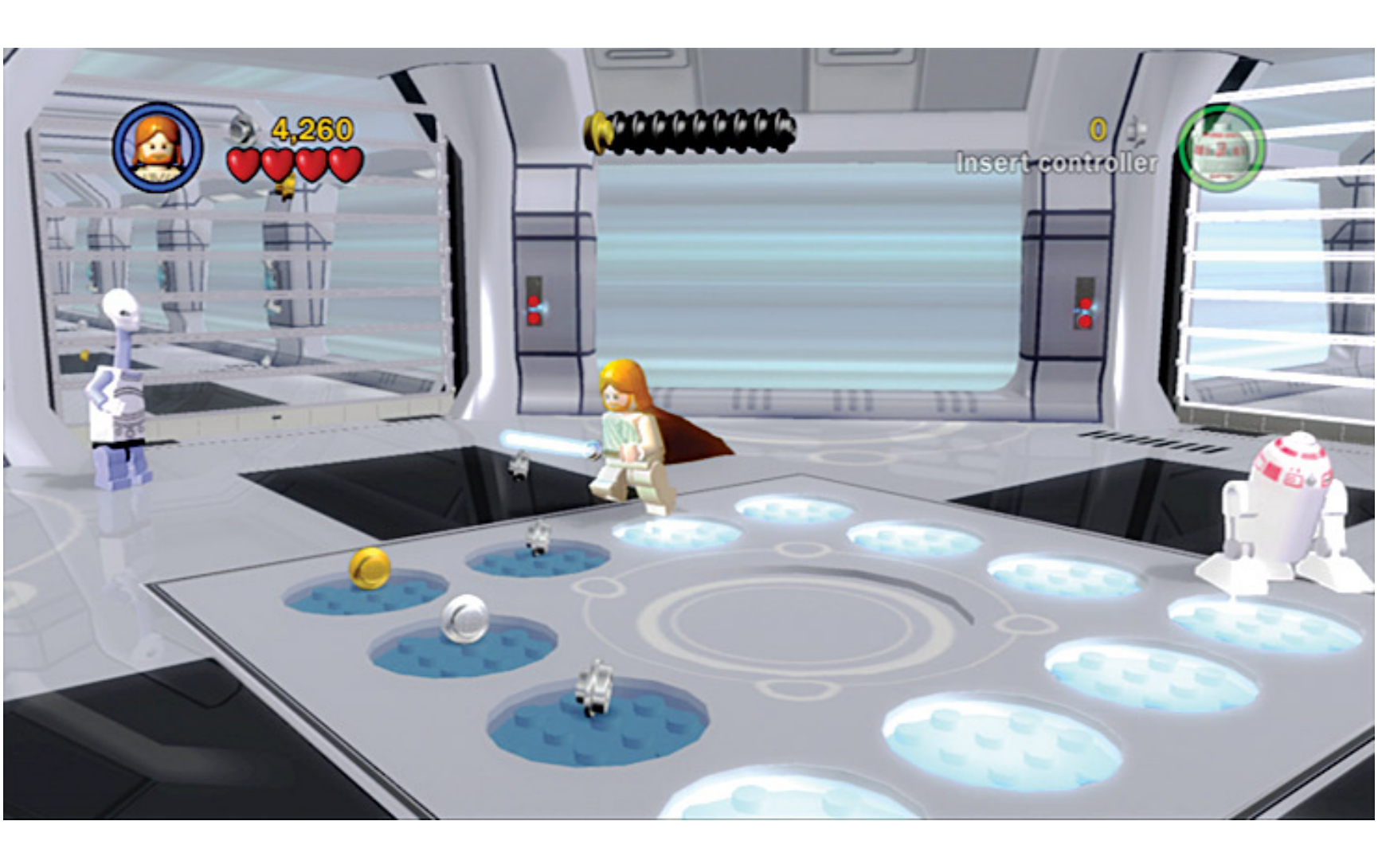
Use the Force on the red lights on the walls to spill LEGO studs on the ground. Collect everything from the hallway, then run into the next room. Run along the circles in the room's center until all of them light up.

A piece of machinery rises from the room's center. Activate it with the Force, and the facility comes to life and the two closed doors nearby open.

Collect the loose studs around the room. As you go, use the Force on all the red lights on the walls to find hidden items behind them. You also find two sets of explosive containers that you can activate by using the Force or by striking.

After you activate the pieces of equipment in the room, hit them to cause them to explode and scatters loot on the ground. Head down the corridor that the Kaminoan isn't standing in front of.

Collect more studs on the ground and activate more red lights on the wall. Collect everything that falls to the ground.



Light up all the circles to bring up the needed machinery.

Freeplay Area

The door at the corridor's end is locked; only a bounty hunter can open it. After you get through the door, scour the area near the door for studs.

Next, jump to the small platform floating nearby. Step on the red floor switch and another small platform rises up next to you. Keep standing on your switch and your partner will stand on the red floor switch on the new platform.

When both switches have been stepped on and have turned green, a new platform rises in front of you. Jump to that platform and repeat the process of stepping on the red floor switches.

After you and your partner have stepped on six switches on six different platforms, you reach a white landing area. Use the Force on the latches in the center of the platform holding down the elevator.

When the elevator rises into the air, jump on top of it to reach a LEGO canister. Before you leave, step on the four black LEGO elements around the corners. Each one boosts you into the air, where you can grab a blue stud.

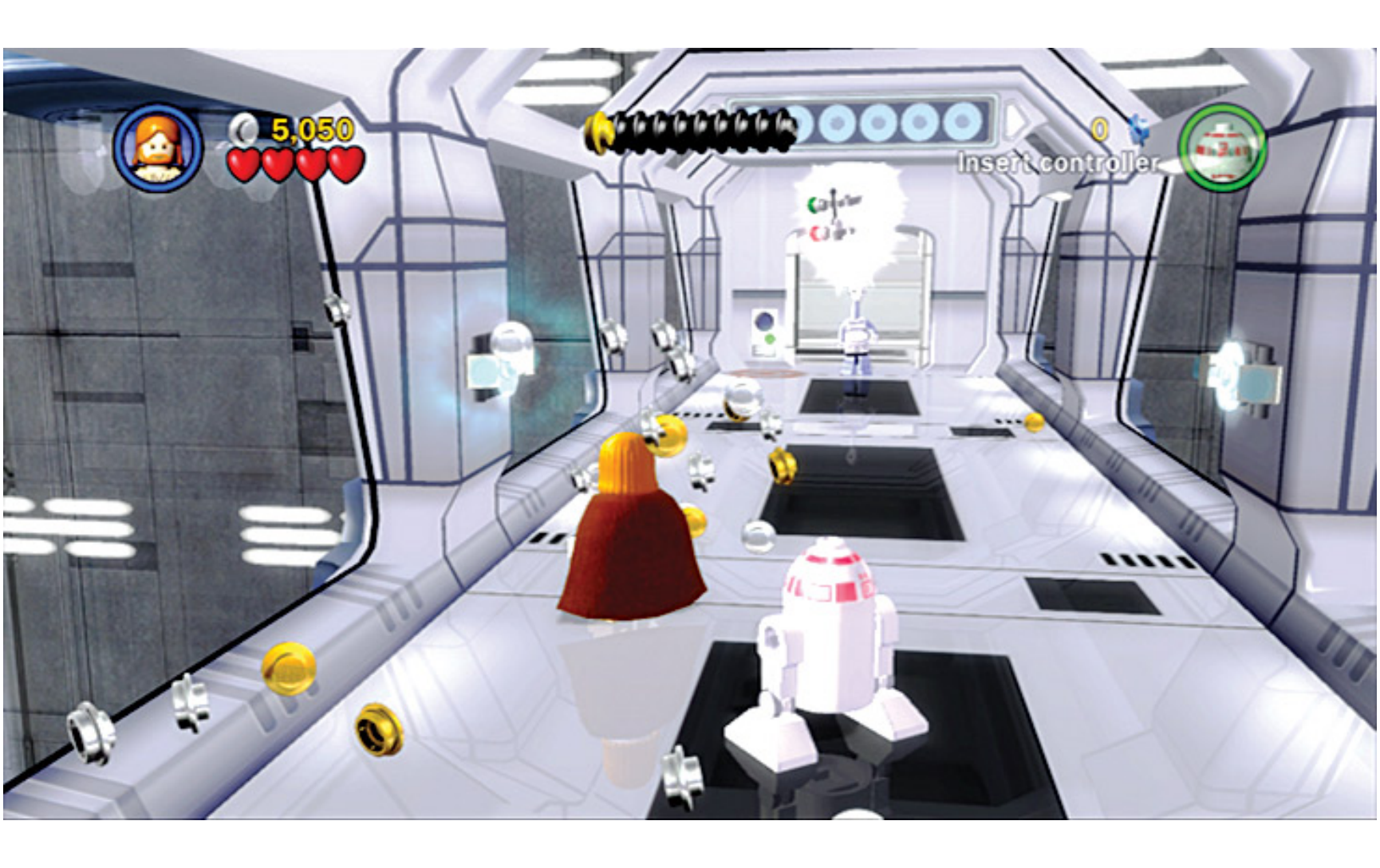
Backtrack across the small circular platform you used to cross the area, but stop on the middle one. Use someone with a blaster to shoot the target on the wall in the distance, causing a ramp to extend toward you.

Jump to the white ramp and collect the studs on the ground. Next, have Boba Fett or young Anakin Skywalker jump into each chute on the back wall to get studs and another LEGO canister from the containers above.

Retreat back across the floating platforms; then, using the protocol droid, head through the door you came in.

Head back the way you came and follow the Kaminoan inside the next corridor. Collect the studs on the ground as you go and use the Force to turn the six dials on the wall.

After you turn the last one, a LEGO canister appears near the locked door. Grab the canister, then use R4-P17 to unlock the door so you can follow the Kaminoan to the other side.



After you turn the dials on the wall, you get a nice LEGO canister for your trouble.

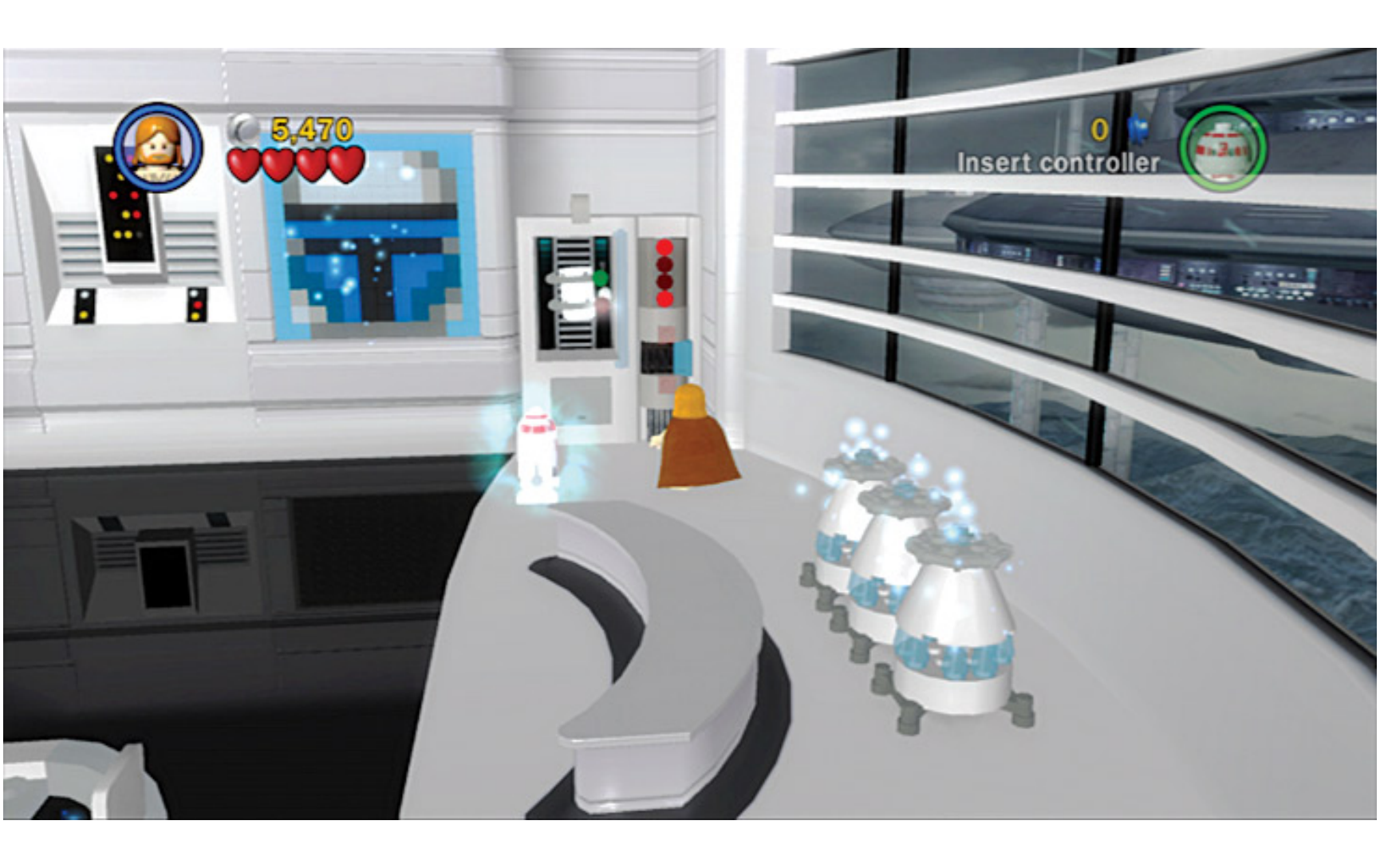
The Kaminoan runs down the hall in the distance. Before you chase after him, head the other way to collect some valuable studs near the window. Then follow him into the next room.

The Kaminoan led you right to Jango Fett, and he's not happy to see you. He takes off running with his son Boba Fett, leaving you to defend yourself from attack droids.

Keep your lightsaber up to protect yourself, and hack them to pieces when there is a break in the blaster fire.

Now search the room. Use the Force on the pot and the filing cabinet to the room's left for some hidden goodies; then jump in the air to get some studs. Then use the Force to move the chairs for more studs.

Use the Force to activate the containers in the room, then smash them to bits to find more goodies and a power up. Use your droid to open the locked door in the room, then protect yourself from the missile that comes flying out. Grab the studs that spill to the ground and the valuable one that was behind the closed door.



Search Jango's room carefully to find a LEGO canister, LEGO studs, and a nice picture of Jango.

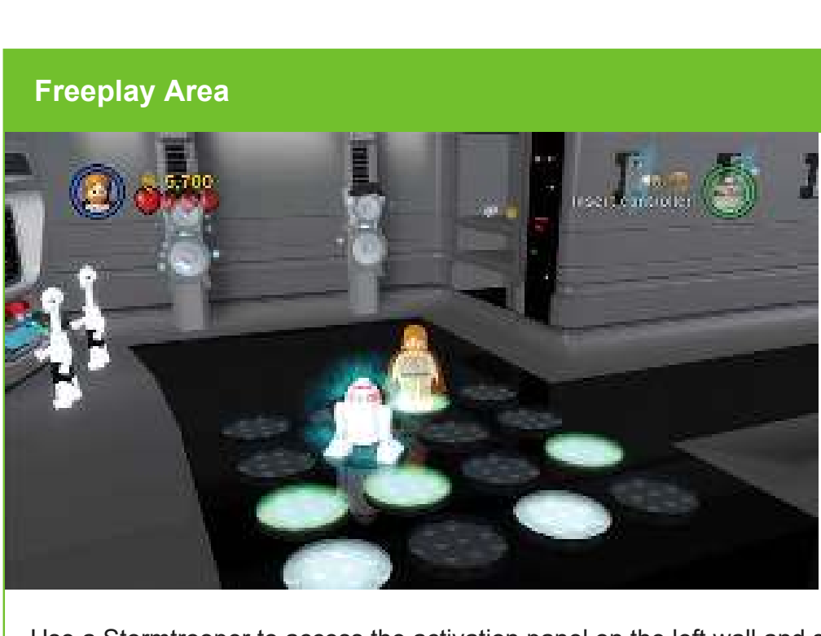
Next, use the Force four times on the vending machine to the room's right to produce studs and puzzle pieces. Collect all the pieces, then use the Force to attach them to a picture on the wall.

It turns out to be a pretty picture of Jango himself. The good news is that the vending machine opens up; grab the LEGO canister inside.

After the room is clear, head into the hallway and follow the Fetts. Jango is behind a protective shield, and two laser turrets near the ceiling start shooting at you.

Use your lightsaber to deflect their blasts back at them, knocking them out of commission. When you do this, the shield disappears.

Freeplay Area



Use a Stormtrooper to access the activation panel on the left wall and slip into the room the open up nearby. Turn the levers on the wall to pour some studs on the ground. Collect all the goodies on the floor as you head into the room.

Grab the studs from the shelves to the left, then use the Force on the speakers on the wall. Use the Force to flip the switch on the console some of the aliens are watching.

Use R4-P17 to disable the lock on the room's other side. This deactivates the nearby shield so you can collect the blue studs.

There are circles on the floor in the room's center. Step on a lit one, and your droid does the same, turning the circle from red to green. After it changes color, two more circles light up.

Step on the next set to turn them green as well. Keep stepping on the circle until all of them are lit up.

After the last one turns color, the disco party begins, and those working aliens get freaky on the dance floor. A red power brick also appears along the wall near the speakers.

Follow the hallway to the room you saw Jango enter. Go inside and you see Jango slip through a little round opening. Search the room's shelves for studs, then head for the circles on the floor in the back.

Step on one of the circles on the ground as shown on the wall, and R4-P17 steps on another circle. Step on the next circle as shown on the wall and the droid does the same.

After you and your companion step on all three circles in each set, the case in the wall opens. Grab the LEGO canister. Finally, head through the small exit you saw Jango go through.

Outside, follow the path to the left. When the walkway ends, use R4-P17 to float out over the sea.

It eventually reaches a small platform covered with valuable studs. Collect the blue, gold, and silver studs, and LEGO canister, then float back to the walkway.

Switch to Obi-Wan and head back the other way to find Jango Fett waiting for you. He has planted little explosives along the walkway. Head toward them until they start to shake, then run away and let them explode.

The explosion is extremely powerful and causes part of the walkway to fall apart, but you can easily jump across to the other side. Continue following Jango while setting off the mines and keeping clear of the explosion.

Jango heads down a walkway in the distance; before following him, run to the end of your walkway to get some more studs.

Freeplay Area

At the walkway's end, on the ground, is a red circle with a hook above—just perfect for an ascension gun to grapple to the upper walkway.

When you reach the walkway above, use a protocol droid to open the lock on the wall, bringing down the elevator to the right. Jump on the elevator, using someone with a blaster.

Stand on the elevator next to you and you'll see three targets placed vertically on the wall. Ride the elevator up and shoot all three targets as you go. A glass case on the walkway below opens up.

Use a super jump character to jump to the upper ledge when the elevator stops and collect the valuable studs. Jump down to the walkway you came from and collect the LEGO canister from the case to the left.

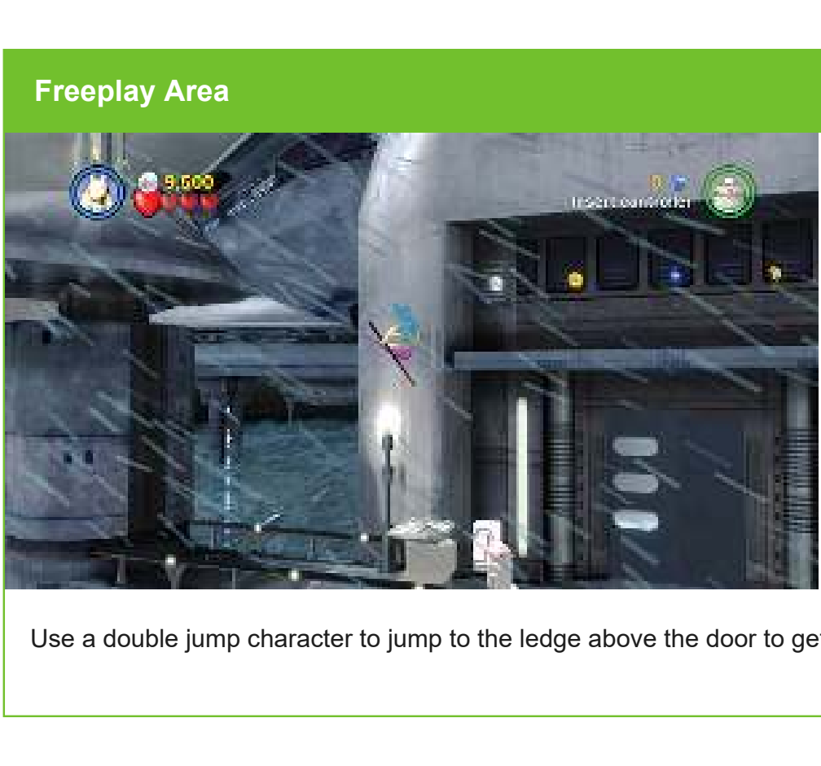
Next, travel down the unexplored left walkway to collect several valuable studs. Head back to the hook where you grappled up and fall to the walkway below.

After you collect all the studs, continue your pursuit of Jango down the last bit of walkway. When you get close, he flies across the sea and enters the building. Step on the red floor switch to extend part of the walkway near you.

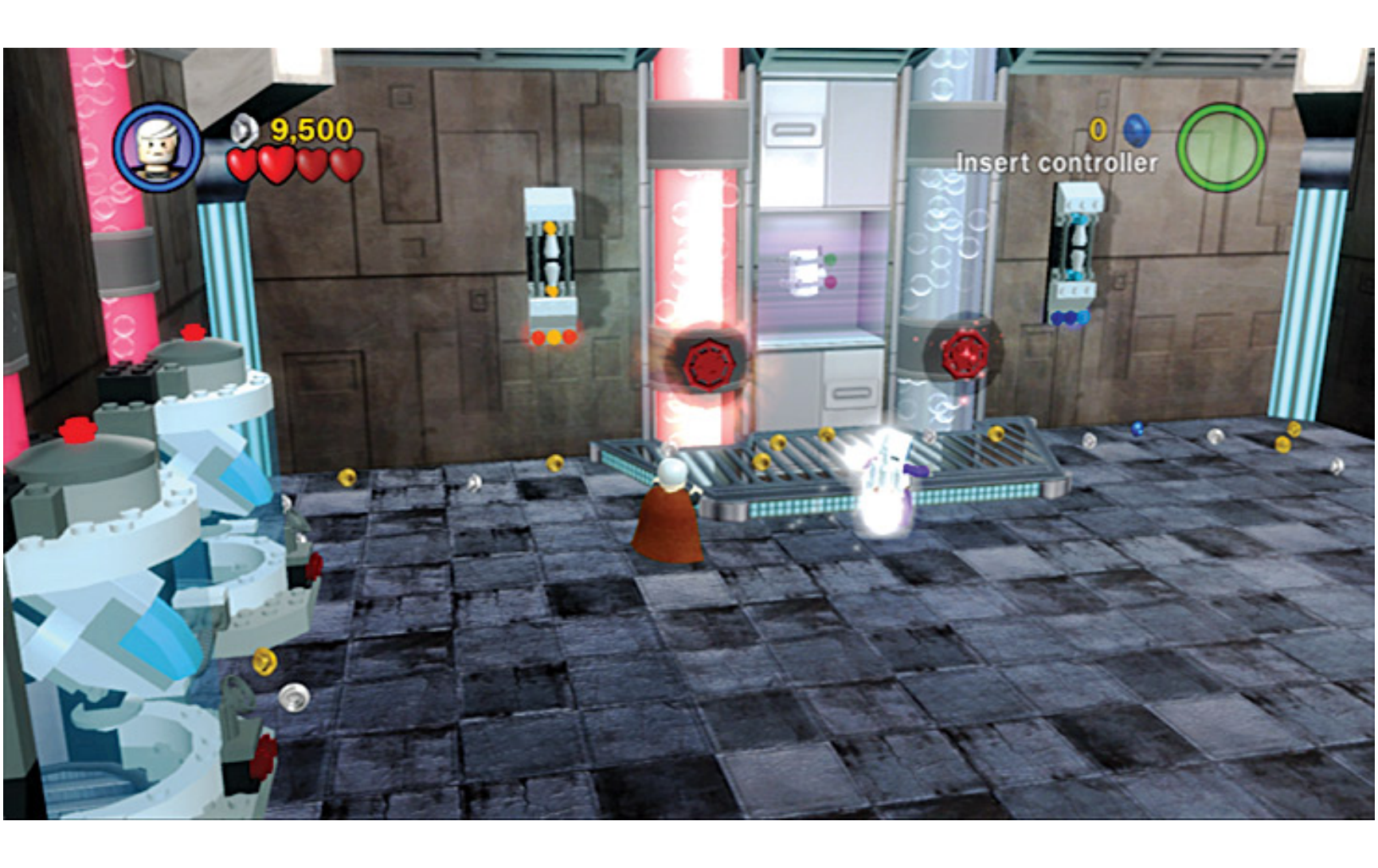
Switch to your droid and float across the sea to the other side. When you get there, step on another red floor switch to extend the walkway over to Obi-Wan so he can cross.

Use the Force on the LEGOs to the door's left to move them, revealing a lock that only your astromech can access.

Freeplay Area



Use a double jump character to jump to the ledge above the door to get some valuable studs.



Take out those attack droids until you can get close enough for R4-P17 to close the drop chutes.

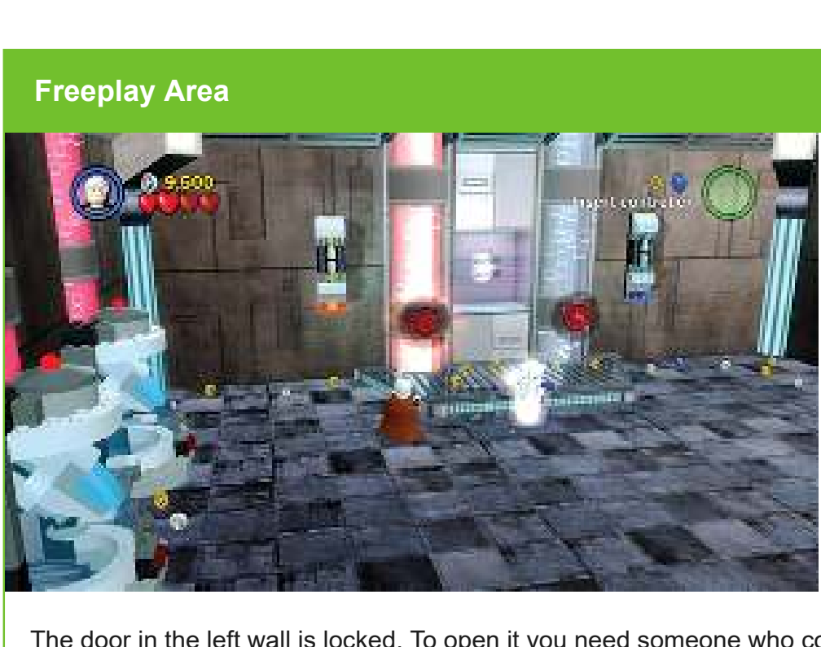
Use R4-P17 to unlock the way and head inside.Take an elevator to a top floor. Use the Force to move the two objects behind you and grab the studs on the ground. Attack droids come down the hall and shoot at you.

Switch to R4-P17 so the droids will ignore you and roll down the hallway. Access the control panels down the hall and on the right wall. This closes the chutes in the ceiling that those droids came out of, so no more can enter the area.

Switch back to Obi-Wan and destroy those attack droids. Use the Force on the lights for hidden goods, then on the pile of LEGOs at the end of the hallway to reveal an access panel in the wall.

Use your astromech droid again to access the panel and unlock the door.

Freeplay Area



The door in the left wall is locked. To open it you need someone who controls the dark side of the Force. Only the dark side can use the Force to bust open the locks.

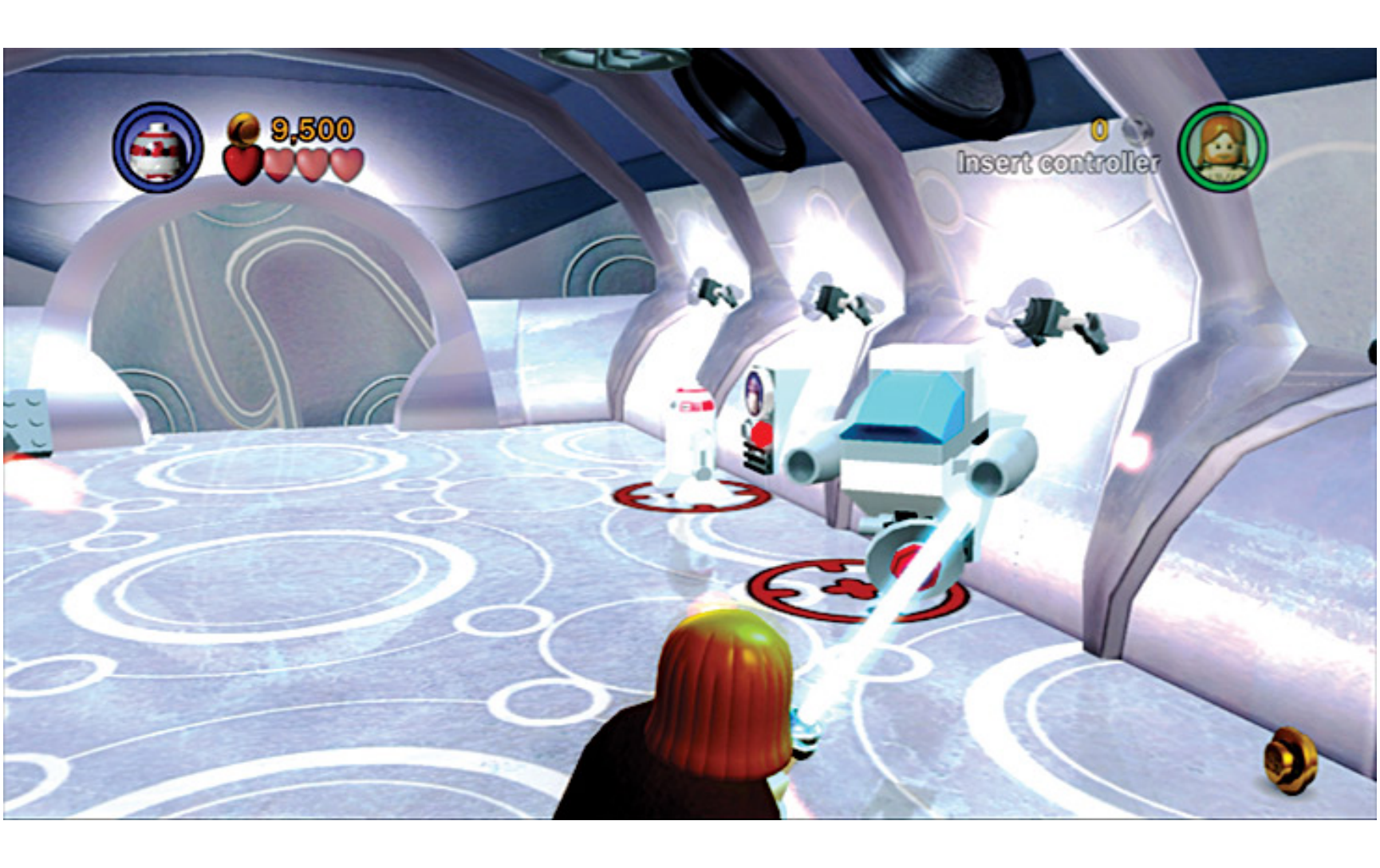
Inside the room, run to the back and use the Force to pull the switches on the wall while your partner does the same.

Grab the LEGO canister that opens up in front of you, then fight off the attack droids that get released into the room. After you destroy the droids, collect the studs from around the room, then head back to the hallway.

The door at the hall's end leads you outside again…and to Jango Fett trying to escape. Little Boba prepares their ship while big papa intends to take care of you.

Keep your lightsaber handy and deflect Jango's lasers back at him after he fires at you. You must deal with his blasters, and little Boba fires up the lasers from their ship to pound you too.

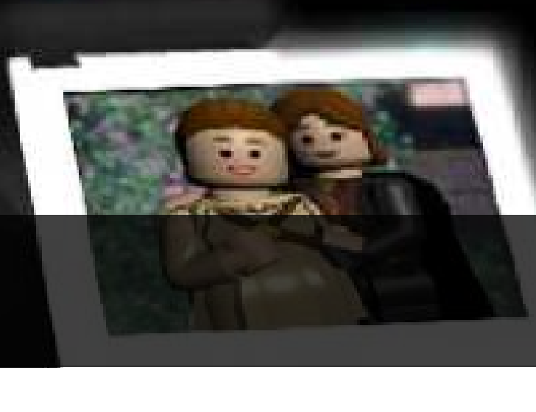
Switch to R4-P17 and roll to the back of the platform where you can access the control panel; turn on the large turret guns nearby to fire at Boba. This distracts the ship long enough for you to concentrate on Jango.



First you have to deflect Jango's lasers back at him.

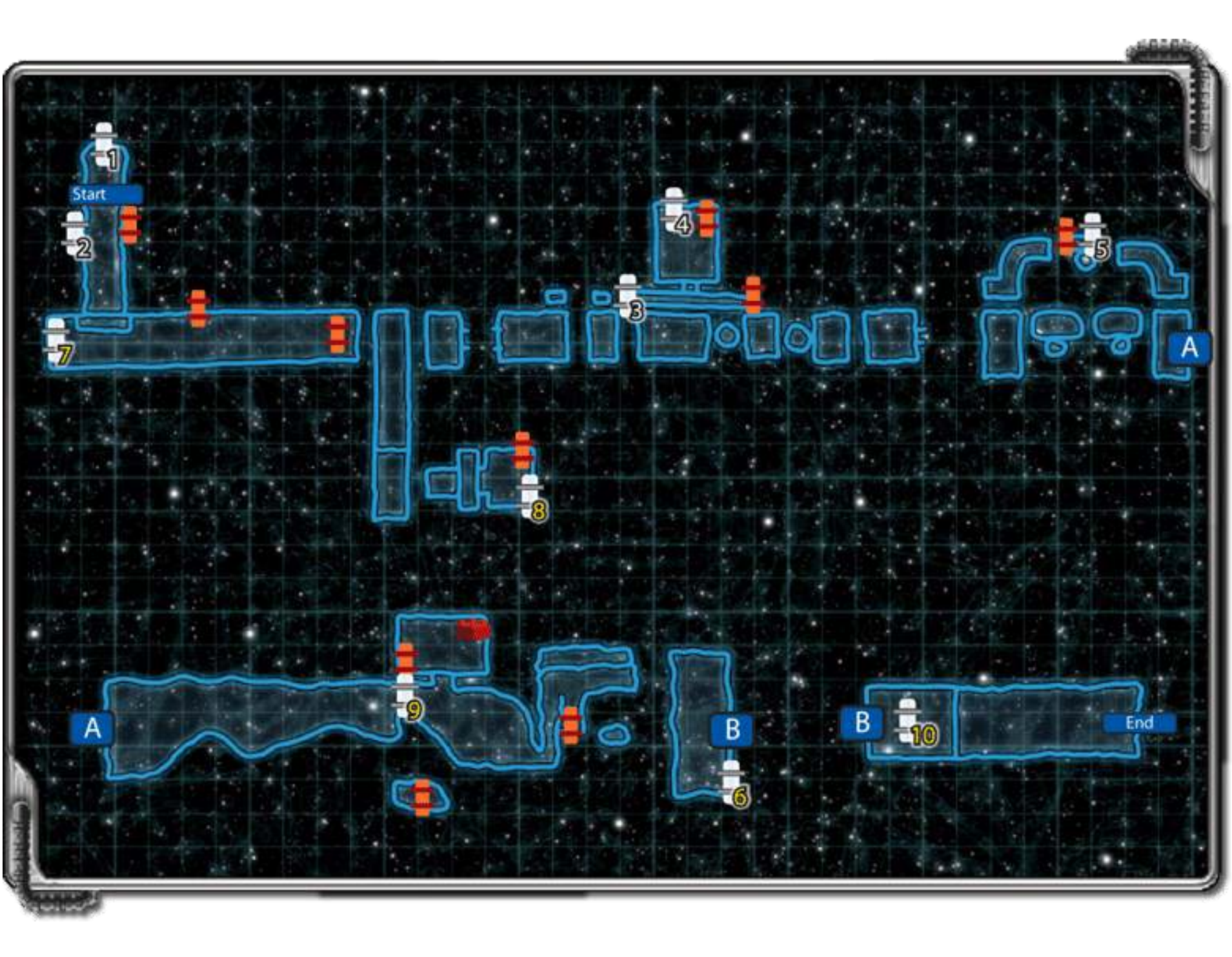
After Jango has had enough of his own medicine, he switches weapons and fires rockets at you. Run in close to Jango and use the Force to catch the rockets and send them back at him.

When he has only one heart of health left, he takes off running around the circular platform while Boba Fett can only watch from the ship. Chase him down and hit him one more time to defeat him.



Episode II: Attack of the Clones

Chapter 3: Droid Factory



LEGEND

- 1 After you start, run toward the screen.
- 2 Check the holes on the right hand side that the Geonosians are coming out of.
- 3 After you ride the large pot to the top walkway, run all the way to the left.
- 4 Jump across the five moving checker board pieces to get to the other side of the room.
- 5 Grapple to a small ledge above the room where you find C-3PO.
- 6 Run around the rock pillar near C-3PO's activation panel.
- 7 Enter the wall chute using a small child to get to the ledge above you.
- 8 Pump in the corresponding color to the main pump and the glass cylinder to the right rises up.
- 9 After you use the Force to create a ledge on the wall use a super jump character to jump into the hole above you.
- 10 Use the Force to raise the small elevator you created. Once it is fully raised quickly use a super jump character to jump high into the air.
- Use R2-D2 to deactivate the walls in the secret room.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

A long tunnel stretches ahead of you, but before you go forward you must go back. Run in the opposite direction to find a stash of studs and a LEGO canister.

Head back toward the tunnel's opposite end, using the Force on the lights to find hidden loot.

As you head to the end, nasty Geonosians come out to shoot you. Use Padmé and her blaster to easily take them down.

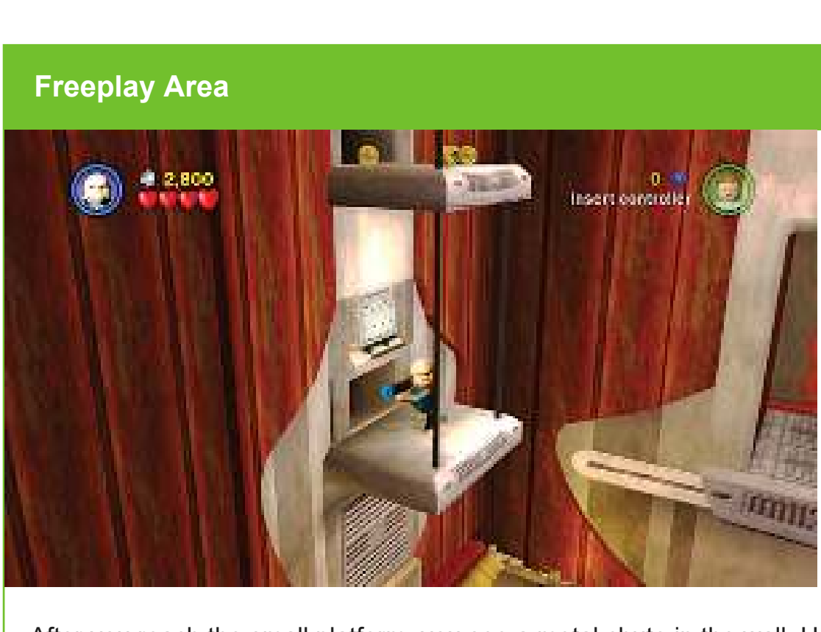
Continue down the tunnel, checking the lights for studs and fighting the locals. Grab the studs on the ground at the tunnel's end and head through the door.

Step out onto the platform in front of the door. The platform starts to retract, so quickly run and jump to a small platform to the left; grab those hard-to-reach LEGO studs.

Caution

Don't stand on the sides of the conveyer belt for too long because they collapse, dropping you to your death.

Freeplay Area



After you reach the small platform, you see a metal chute in the wall. Use young Anakin Skywalker or Boba Fett to slide through the chute to the platform above; he grabs a LEGO canister for your collection.

Fall to the conveyer belt below and run to the right. Wait for the pressing machine to slam onto the belt before running past it. Collect the studs as you run. Directly after the press are red pipes to the side.

Use the platforms on the side of the pipes to jump your way to the top. Use the Force to spin the fans on both sides of the pipes for some studs as you go. When you reach the top, drop the droid guards with your lightsaber and grab the studs.

Drop back to the conveyer belt and follow it to the right. At the break in the conveyor belt a droideka is waiting for you.

Jump through the yellow partition and attack that thing with your lightsaber until it's nothing but junk. Have R2 access the activation panel on the side to stop the conveyer belt.

Get back on the conveyer belt on the landing's other side and run for it. Run under the pressing machine and collect the studs as you go.

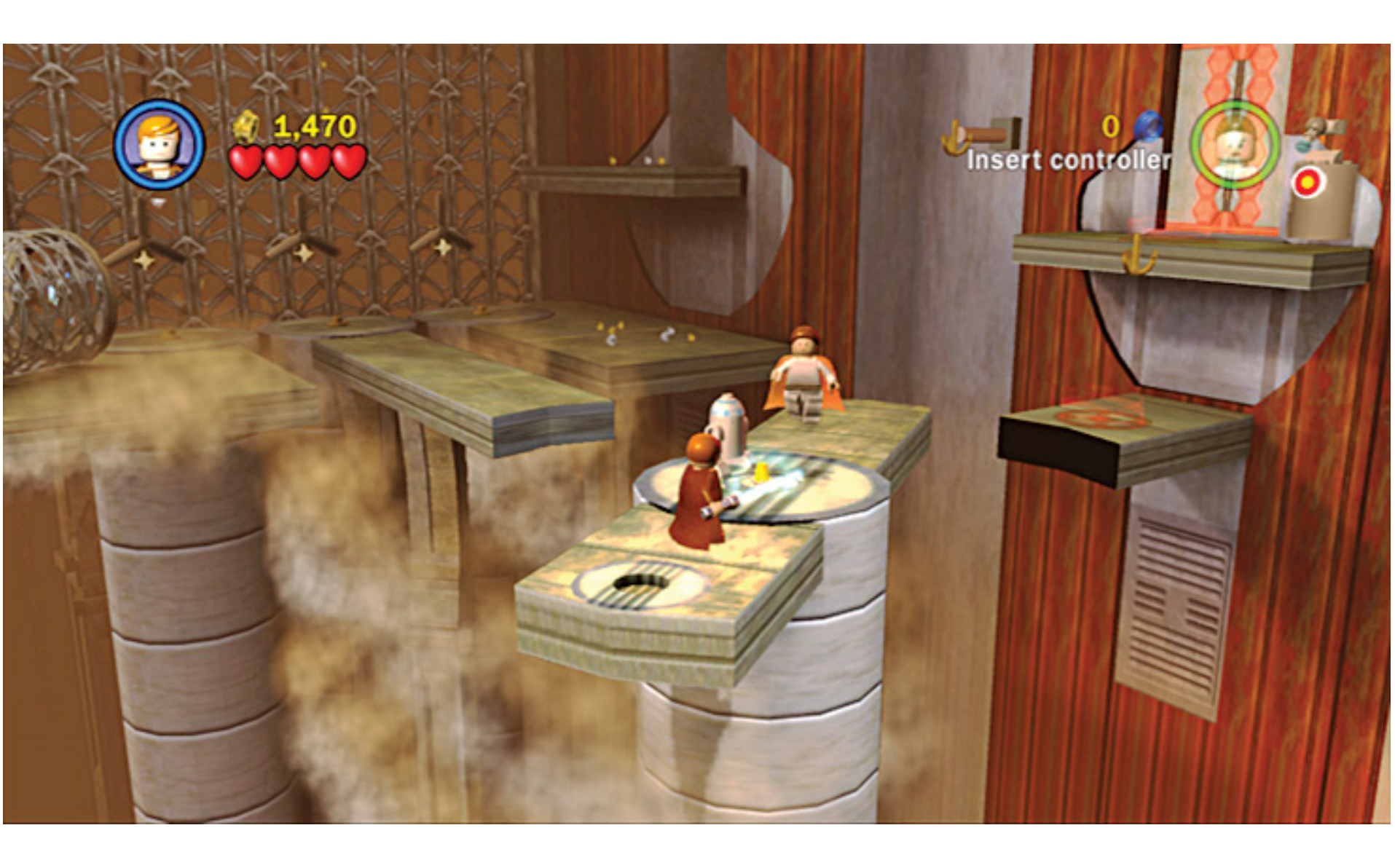
Step through another yellow partition at the end of the belt and use your lightsaber to take out the evil droids that greet you.

Move around the large canister blocking the path; then use the Force on the three fans along the back wall to get them working again.

Step on the first fan and ride the breeze high into the air; grab the blue stud. Step out of the breeze to fall back to the ground.

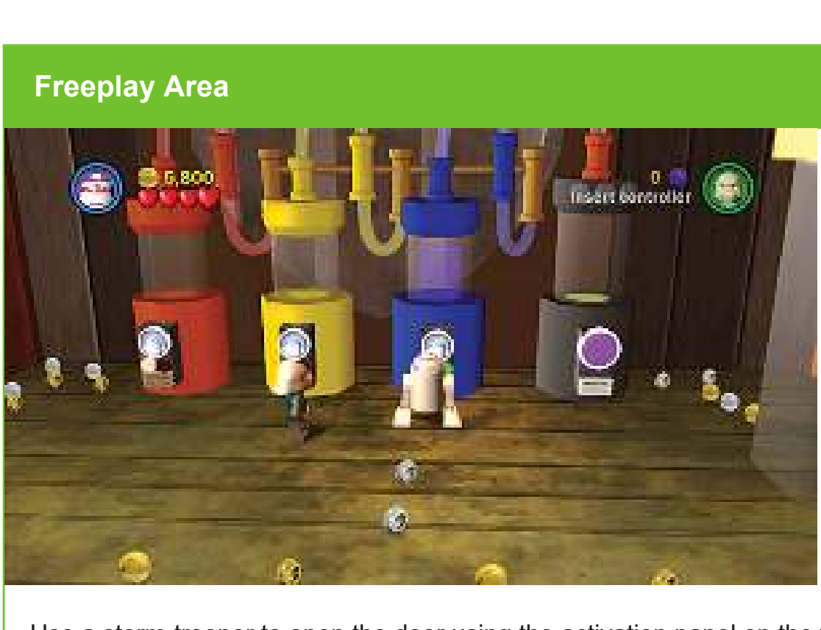
Jump to the walkway in front of the second fan and follow it toward the screen. Use the Force to move the gear at the path's end, then use the Force on it again to turn part of the walkway.

Switch to Padmé, who can use the hook on the wall to grapple to the ledge above and shoot the target on the wall, revealing a lock and a blue stud to collect.



Use the Force to turn the walkway so you can get Padmé to the target near the door above.

Freeplay Area



Use a storm-trooper to open the door using the activation panel on the wall and head inside. There's a red, yellow, and blue pump along the back wall and an empty cylinder to the right.

Look at the color of the button on the empty cylinder to find out what colored pumps R2-D2 should activate. The purple button activates the red and blue pumps. The green button activates the yellow and blue pumps.

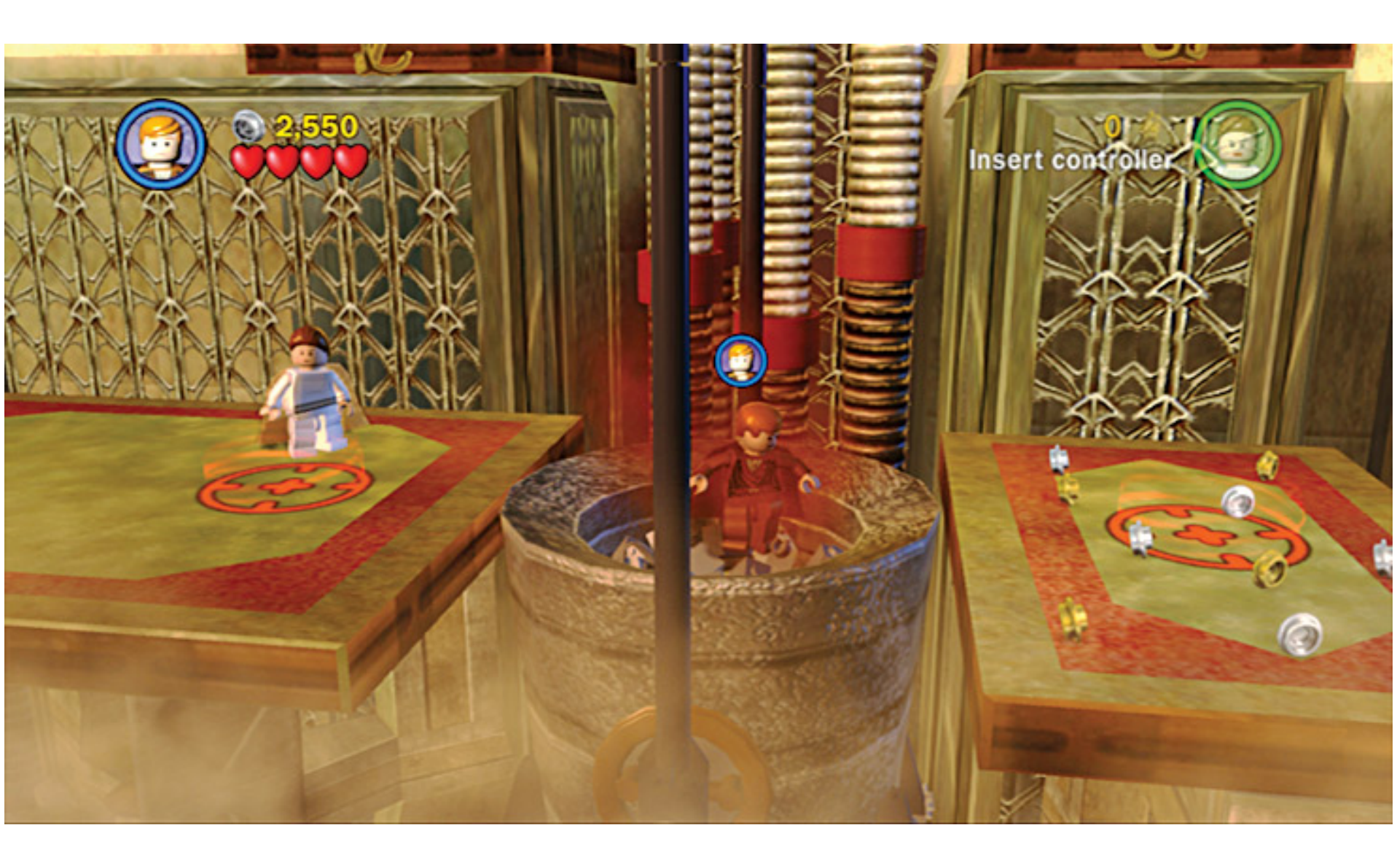
The orange button activates the red and yellow pumps. After you activate all three colored buttons, the glass case protecting the LEGO canister in the room rises to the ceiling; grab the canister.

Use a double jump character to jump to the top of the protective case for some blue studs.

When you're back outside, have Padmé grapple the hook near the ledge so you can swing toward the large fans in the distance. Ride the fan to the ledge in the wall above and collect the studs before heading through the door.

Run down the walkway, collecting studs; then grapple to the ledge above. Shoot the equipment on the ledge to activate a large pot rising to the level below you. Jump down into the pot.

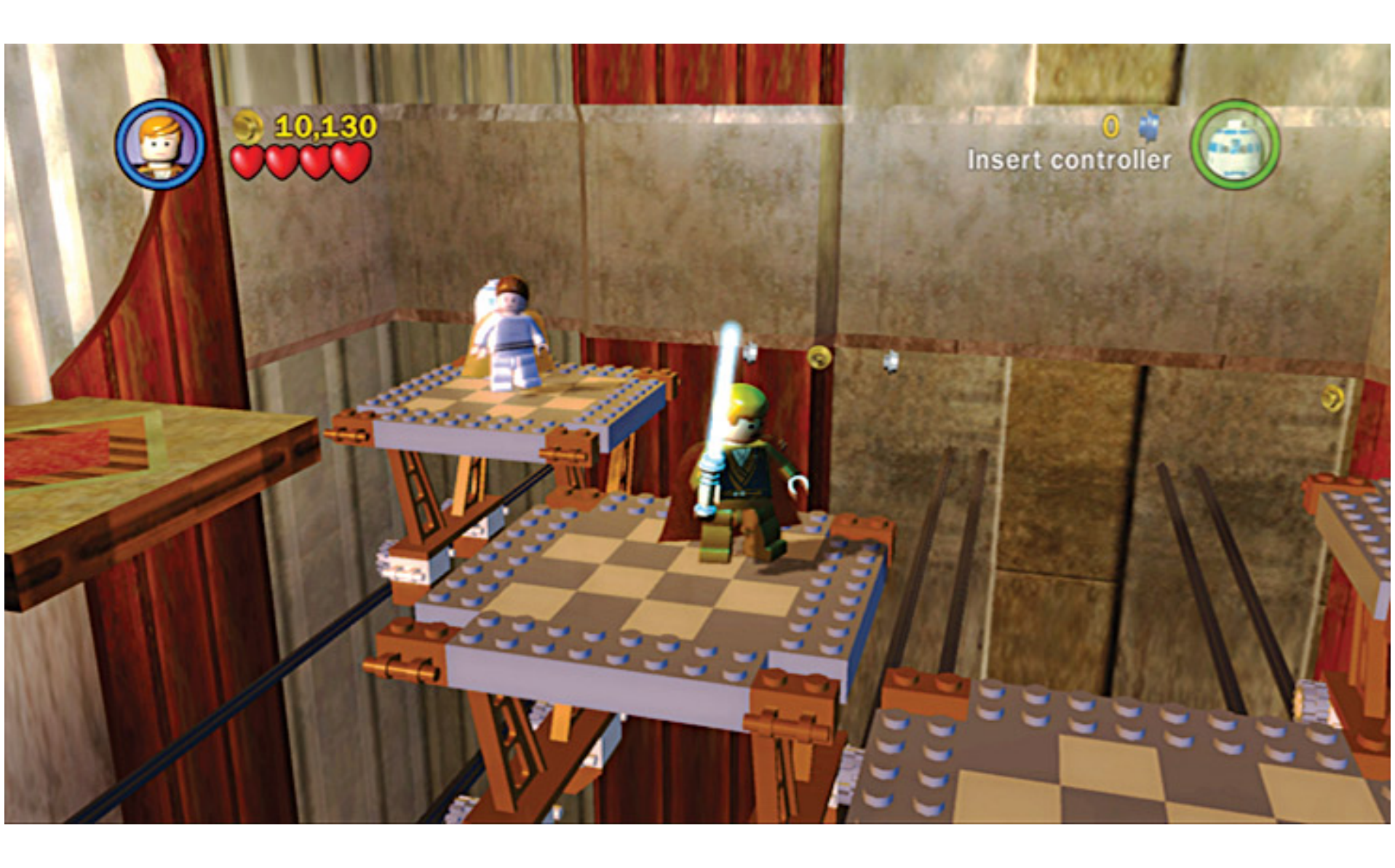
From there, jump to the next ledge while collecting the LEGO studs. Grapple to the ledge above and shoot the equipment you find; this causes that pot you raised to move up and pass you.



Yee-haw! Ride that pot!

Fall to the ledge below and wait for the pot to return. After it comes back to your level, jump in it. After it drops you on the next walkway, collect all the studs littering the ground, and break the equipment to the right to find a power up.

Have Anakin use the Force on the equipment that was behind the boxes to fix the wall target. Next, shoot the target on the wall to lower the pot to the right.



Watch your step while you cross the platforms. One false step and you're galactic history.

Jump in the pot and ride it up. When you reach the top, jump on the walkway and defend yourself from all the laser blasts. Take out the droideka first, then get rid of the annoying droids.

After you destroy your enemies, run past the door and up the ramp to get a LEGO canister. Backtrack to the door and have R2-D2 open it for you; head inside.

Checkerboard platforms move back and forth through the air in front of you. Wait for the first one to get close, then jump over to it. When the next one gets close, step over to it.

Make your way across all five moving platforms to reach the LEGO canister on the room's other side. When you have the canister, move back across the platforms and out the door.

Head down the walkway to the right; jump to the area below when you see the hook to the side.

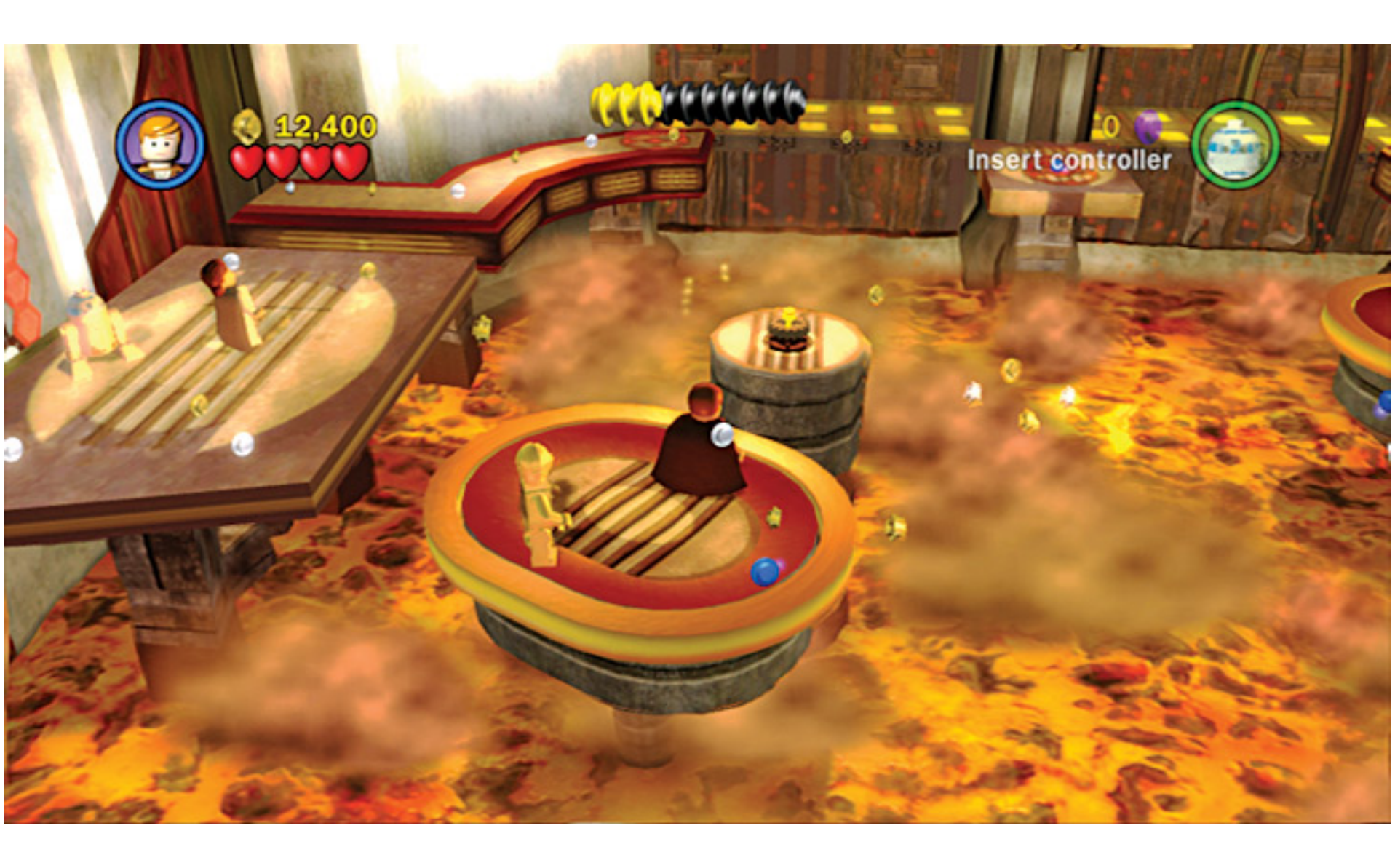
Grab the studs; then, as Padmé, jump in the pot when it comes by to the right. Quickly jump out of the pot to the next platform before it takes you to certain doom.

Use your grappling hook to swing to another platform farther to the right. Collect loose studs and shoot the equipment blocking the door. Have R2-D2 unlock the door by accessing the panel on the wall, then head through to the next area.

You find your buddy C-3PO in the next room. Use Anakin to jump to the platform floating to the walkway's right. Use the Force on the axis to move the platform you're standing on.

It stops in front of C-3PO so he can step on. Use the Force two more times on the axis to move your platform around the room.

Jump to another platform and use the Force three times on the axis holding your new platform so it swivels you around the room. Switch to C-3PO when you reach the landing on the room's other side, and have him unlock the door.



Use the Force on the axis in the room's center to swivel the small platforms around the room to C-3PO on the other side.

When the rest of your crew comes over to join you, switch to Padmé. Collect the studs on your landing, then follow the walkway behind you and the trail of studs.

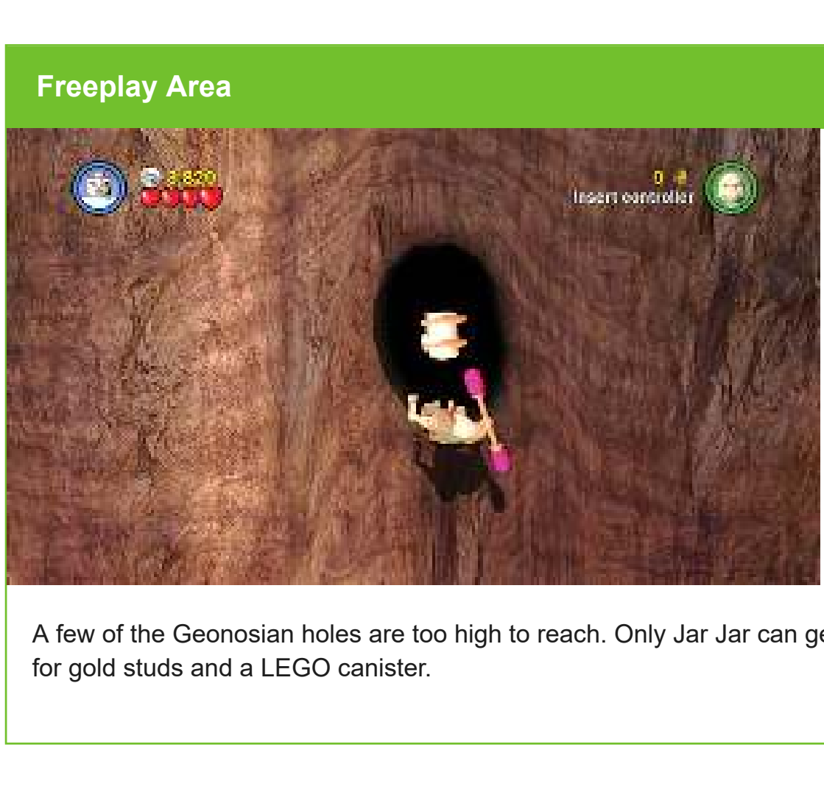
Use your grappling hook in the red circle at the end of the walkway to swing yourself to a higher ledge; grab a LEGO canister. Use the grapple hook again to move farther to the left where you find yourself back on the lower walkway.

Switch to R2-D2 when he comes over, grab the studs on the ground, and float to the platform under the area where you got the canister. From there, hover back to the landing where C-3PO waits and head out the door.

After you enter the dark cave, move to the door's left to find a valuable blue stud. Grab it, then use Padmé to head slowly into the cave.

Blast the Geonosians when they come flying out of their little cubbyholes in the wall. Clear the hole, then have Anakin grab the loot inside.

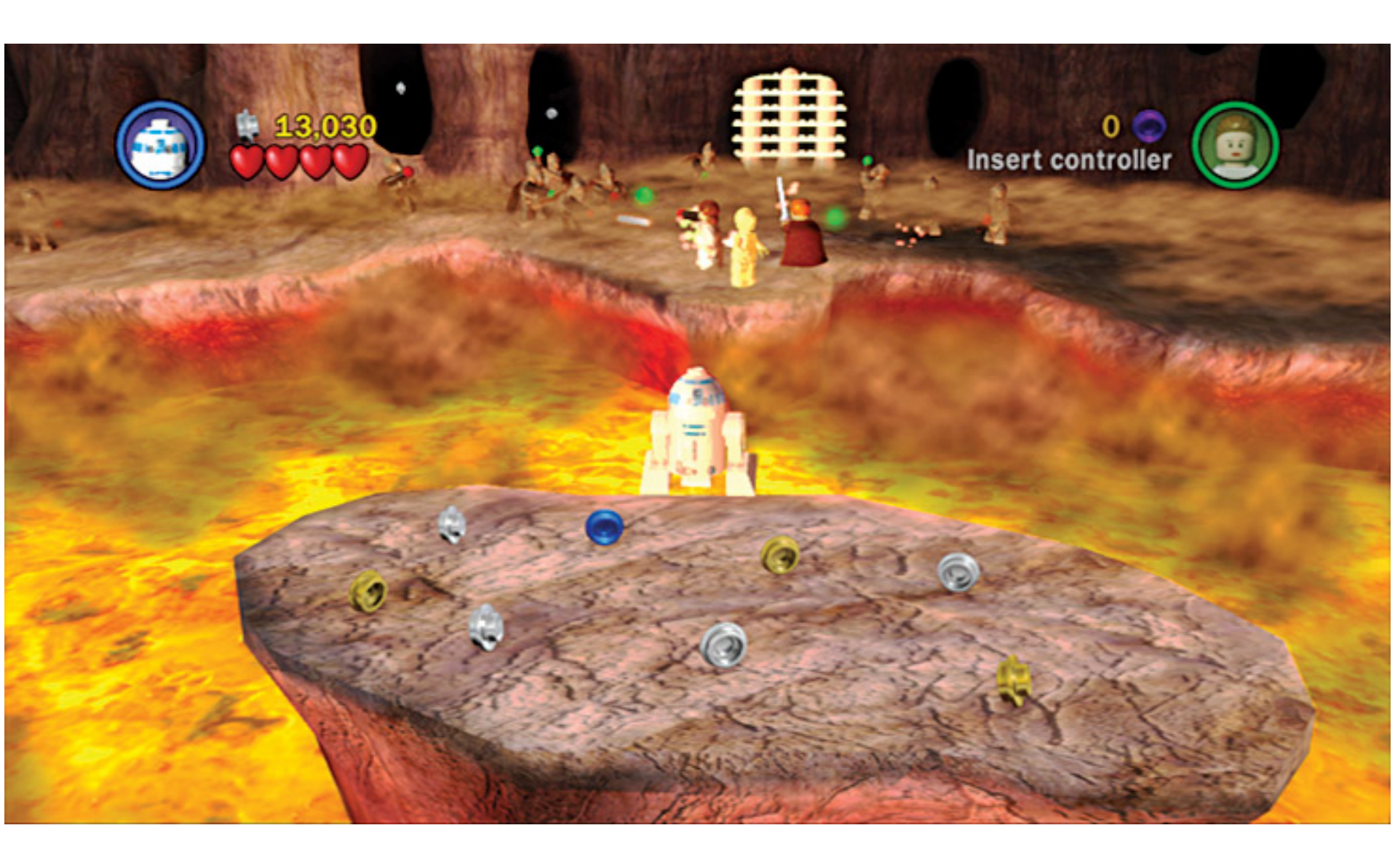
Freeplay Area



A few of the Geonosian holes are too high to reach. Only Jar Jar can get there. Use him to jump into the top cubbyholes for gold studs and a LEGO canister.

Use your weapon to break apart a LEGO fence blocking one of the holes and grab the studs and a power up that spill out. Run inside the hole to find a secret room. Use R2-D2 and follow the pathway to find the switch on the wall that you can access.

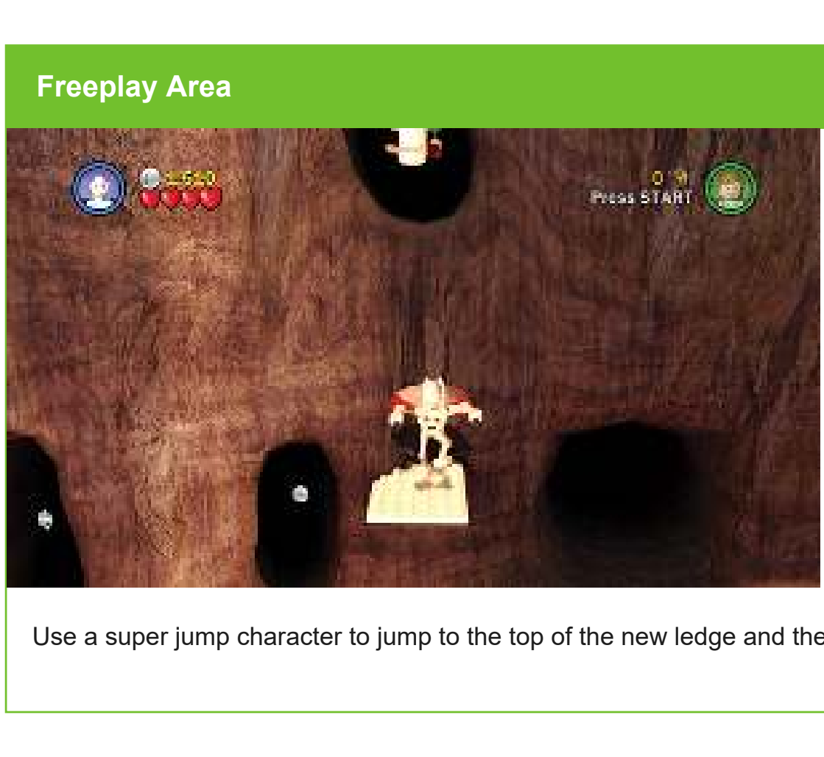
More walls then come down, opening a new pathway for you to follow to another access panel. Move down each new pathway, collecting studs, until you finally get the red power brick in the room.



You can't see the floating island at first but it's out there.

Go outside and use the Force on the broken pieces of door on the ground to create two ledges in the cliff wall.

Freeplay Area



Use a super jump character to jump to the top of the new ledge and then to a hole above for a LEGO canister.

Fight off any Geonosians who come out to greet you, then head for the narrow piece of land across from where the fence used to be.

Use R2-D2 to float toward the screen and he lands on a tiny floating island. Pick up the valuables on the ground, then float back to the others.

Clean out the holes that the last set of Geonosians came from, then follow the trail to the right.

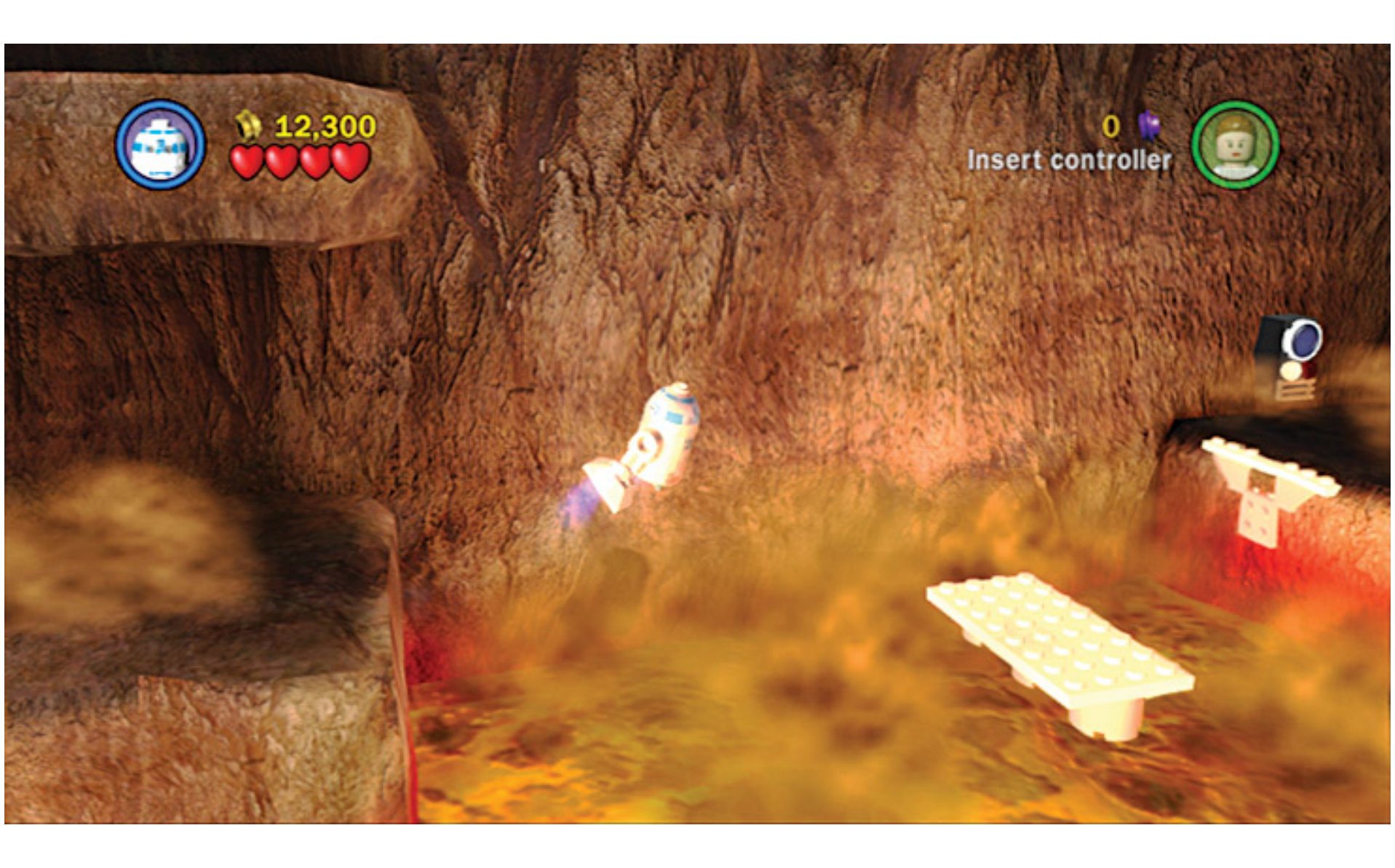
When the trail goes under the stone archway, head around the outside toward the screen. As you move around the outside rock pillar, jump in the air to get a blue stud.

Run down the dirt steps on the archway's other side to get a blue stud. From the second step, use R2-D2 to hover to the right to reach another floating island. Collect the goodies on the ground, then float back the way you came.

Have Padmé use the hook on the back wall to grapple to the ledge above where she can collect more studs and shoot the LEGO object at the ledge's end.

Return to get Anakin and follow the trail to the right. Use the Force on the LEGO bricks floating to the right to turn them into a ledge. Now R2-D2 can hover to the ledge and then continue over to the trail on the other side of the lava.

When he's over there, have him tinker with the lock on the back wall; this extends a bridge across the gap so the rest of the crew can come over.



After Anakin creates the ledge using the Force, R2-D2 can hover across to reach the other side.

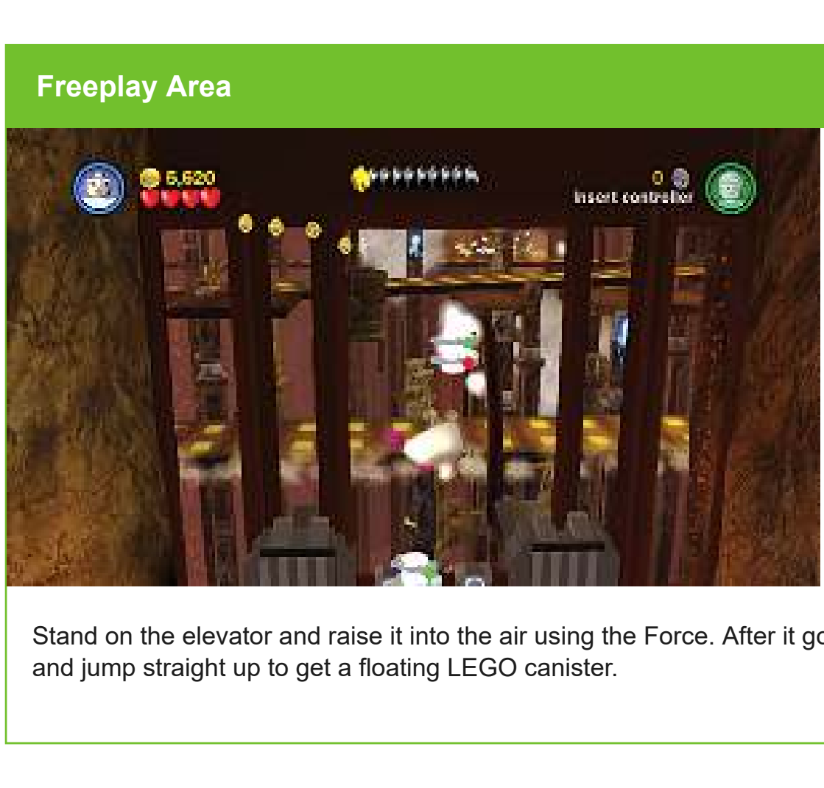
Switch to Anakin and head down the trail to find two droidekas blocking your path. Use your lightsaber to dismantle them in a hurry. Continue to the trail's end and have C-3PO access the lock to open the door.

Before you run off, have Anakin run around the rock pillar the lock is on to get another LEGO canister. When you have everything, head through the door.

In the next room, gather the loose studs scattered on the floor. Next have R2-D2 access the two panels in the back of the room to have the conveyer belt spit forth some equipment.

Use the Force to move both sets of junk from the left belt. The scrap parts form an elevator that you can lift up by using the Force.

Freeplay Area



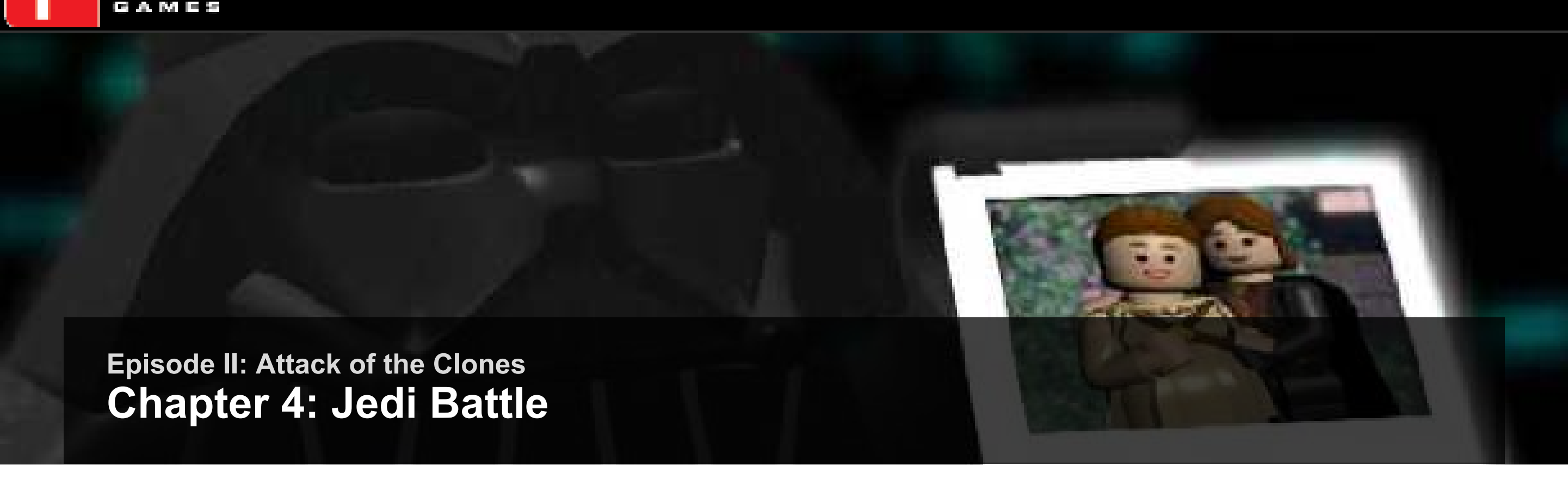
Stand on the elevator and raise it into the air using the Force. After it goes as high as possible, quickly switch to Jar Jar and jump straight up to get a floating LEGO canister.

Use the Force to move the second piece of equipment over to the shield at the right blocking your path. Destroy the equipment and the shield disappears leaving a power up for you to collect.

Head down the path to the right and collect the piles of studs. Tear through the wave of Geonosian battle droids that charge in. As you fight off the droids, a second attack wave of Geonosians enter the fray. Keep your cool and blast them as well.

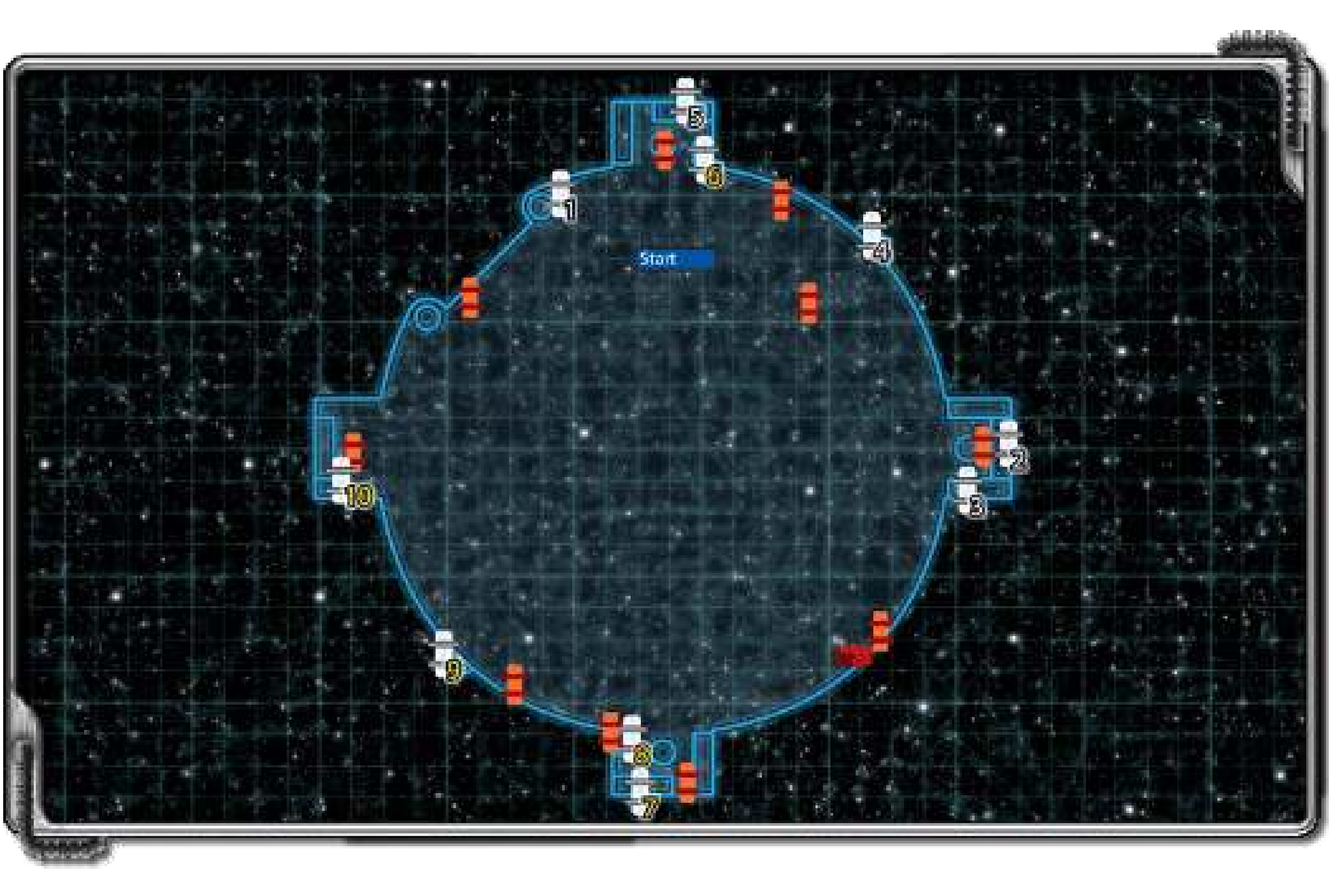
After you defeat the attackers, continue your journey to the right and you encounter two droidekas. Have Anakin use his lightsaber to reflect their laser blasts back at them until each one is history.

With all the enemies eliminated, scour the ground for studs; eventually you see Obi-Wan being held captive. Use the Force to explode the four pods holding him in place. After the fourth one is destroyed, he is set free.



Episode II: Attack of the Clones

Chapter 4: Jedi Battle



LEGEND

1 Behind the pillar to the right of Padmé.

2 Grapple to the ledge above where Anakin was being held.

3 Grapple to an even higher ledge behind where Anakin was being held.

4 After you free Anakin use the Force to pull the switch on the wall and Anakin will do the same to the other switch to open the gate in the wall.

5 Use a super jump character to jump to the ledge behind the pillar with Padmé.

6 Jump to an even higher ledge to the right of the pillar with Padmé.

7 Grapple to the ledge next to Obi-Wan and use a Stormtrooper to access the activation panel on the wall. Jump on the elevator and ride it to a higher ledge.

8 Jump on another elevator to the right of the last one and ride it to an even higher ledge.

9 Use the Force to assemble the pieces on the ground into a box. Jump on the box and use a small character to enter the chute in the wall to get into the caged area to the right.

10 After you assemble the broken tower use the dark side of the Force to create steps in the back wall. Jump up the steps until you get high enough to jump out and grab the canister.

Use a thermal detonator to destroy the shiny equipment, then assemble the pieces that are left on the ground.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

All the Jedi have come to Geonosis to try to save Obi-Wan and his crew and to put down the Separatist movement headed by Count Dooku. To do this, they must fight the Geonosians and a droid army.

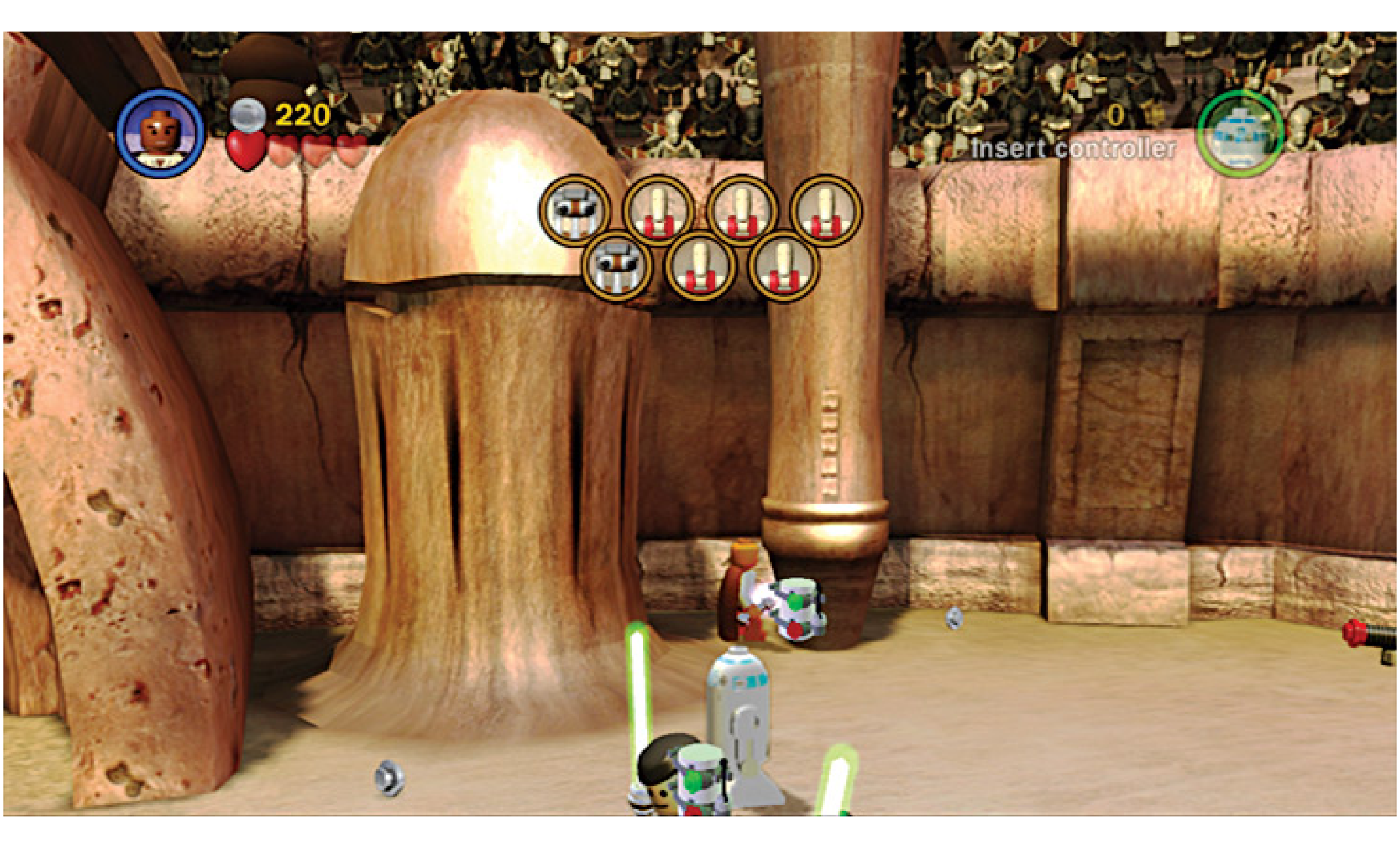
It's going to be a tough fight, but with a little luck and a lot of Force, they just might be able to pull it off.

After the battle starts, get your lightsaber up to block because you are about to get bombarded with enemy fire. Droidekas and Geonosian battle droids appear right behind. They are guarding Padmé, who is chained to the tower.

Keep your lightsaber in a blocking position and get in close. Most of their shots will be reflected back, killing the shooters. When there are only a few left, use your weapon to do the talking.

After all those droids guarding the area are history, follow the arena wall to the left. As you move, jump around to avoid enemy blasters. Located behind the first pillar is a LEGO canister.

Grab it and add it to your collection. Now head back to the tower where Padmé is still being held.



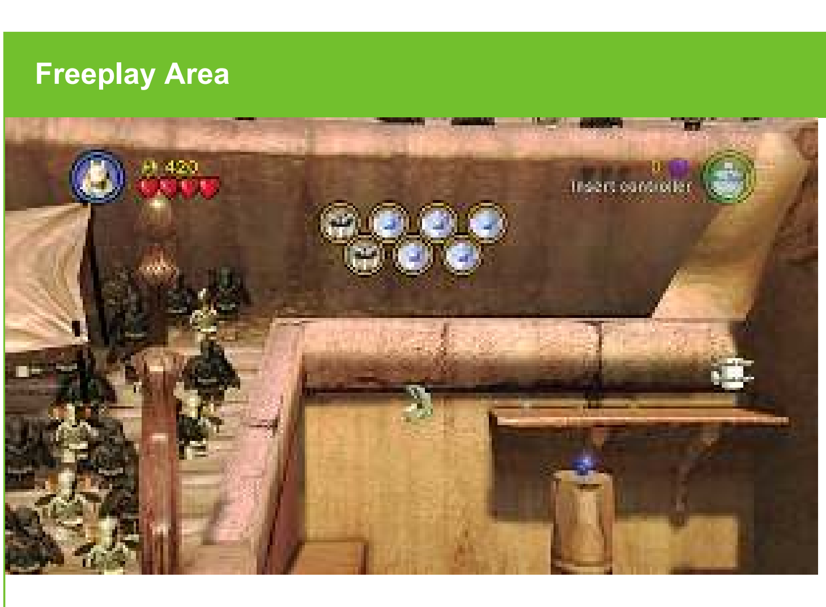
Someone tried to hide this LEGO canister from you.

Caution

As you take care of business along the arena's outer walls, participants battling in the center will sometimes shoot at you.

Deflect their shots back to break them into little pieces. After you get a break in dodging blaster fire, continue what you were doing.

Freeplay Area



Use Jar Jar and his jumping ability to reach the ledge on the left wall. From there, jump to the ledge on the back wall and grab a LEGO canister.

Run to the ledge's right side and double jump to the next ledge in the right wall. There you can grab another LEGO canister.

With the area temporarily free of blaster fire, you can free Padmé. Get in close and use the Force to break her chains. With your lady friend free, gather the LEGO studs around the tower.

Anakin is being held captive on another tower, so follow the arena wall to the right past the caged canister. As you run, jump around to avoid enemy fire coming from inside the arena. Destroy the mine along the way for a power up.

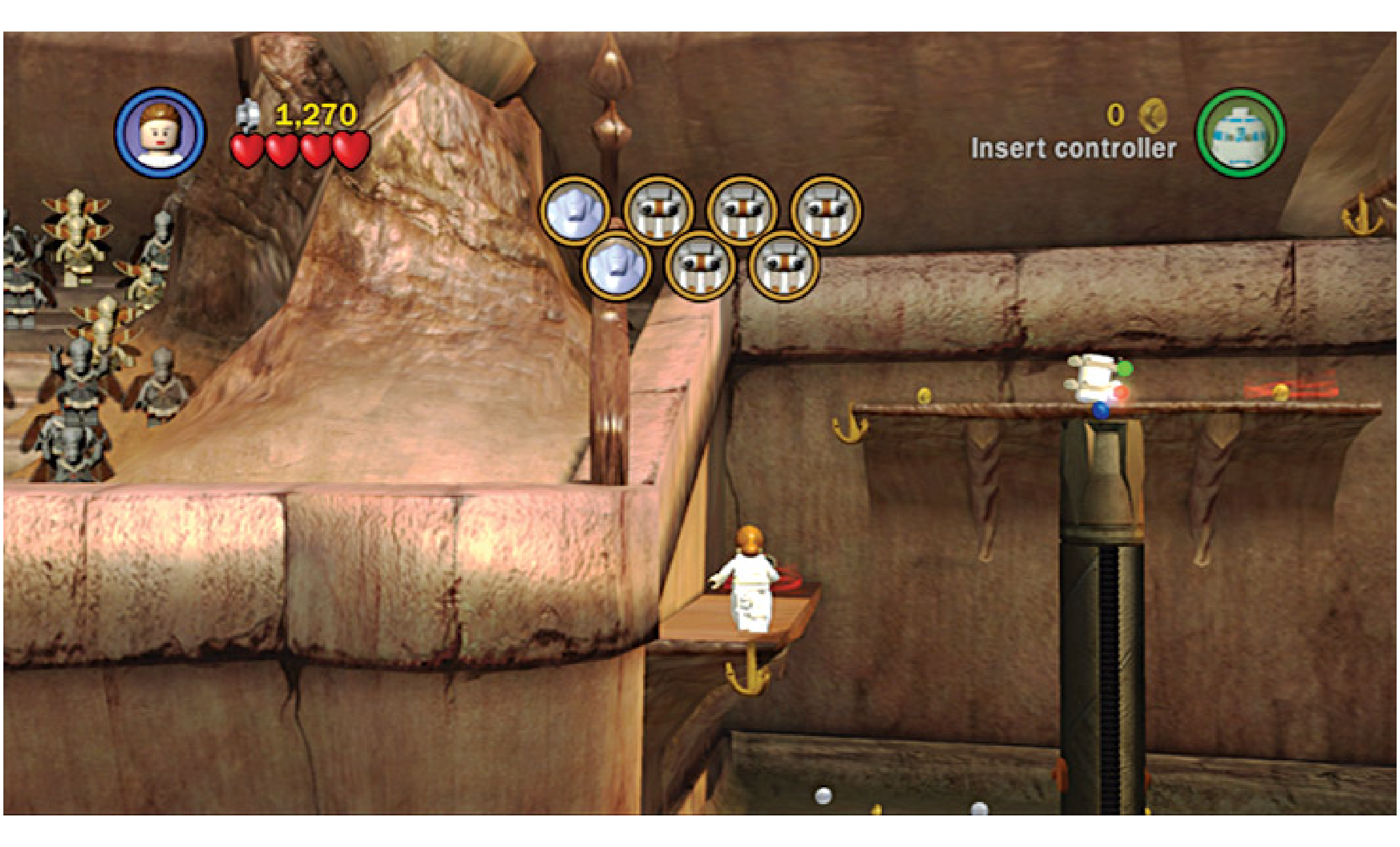
When you reach Anakin's tower, you find the place crawling with super battle droids and droidekas. This is going to be a dangerous battle, so keep your weapon up.

As you get pounded by enemy fire, deflect many of the shots back at the shooters. Use this technique to take out several of your enemies. After you've cleared the area a bit, get to work hacking those fools to pieces.

After you defeat all your enemies, set Anakin free with the Force. Clear the area of studs, then switch to Padmé. Move to the red circle on the ground to the left and grapple to the ledge above.

Grab the studs and use the grapple at that ledge's end to reach the stud on the back wall and a LEGO canister. Grapple one more time at that ledge's end to reach an even higher one where there's another LEGO canister.

Head back to the ledge against the back wall; from there, jump to the top of the tower that was holding Anakin. Grab a valuable blue stud.



Padmé can use her grappling hook to reach the ledges on the walls and get the LEGO canisters.

When Anakin is free, head back the way you came and follow the arena wall to the left, back toward that caged LEGO canister.

With the Force, pull one of the red switches on the wall, and Anakin uses his powers to pull the other one. When both switches have been pulled, the cage opens up; grab the canister inside.

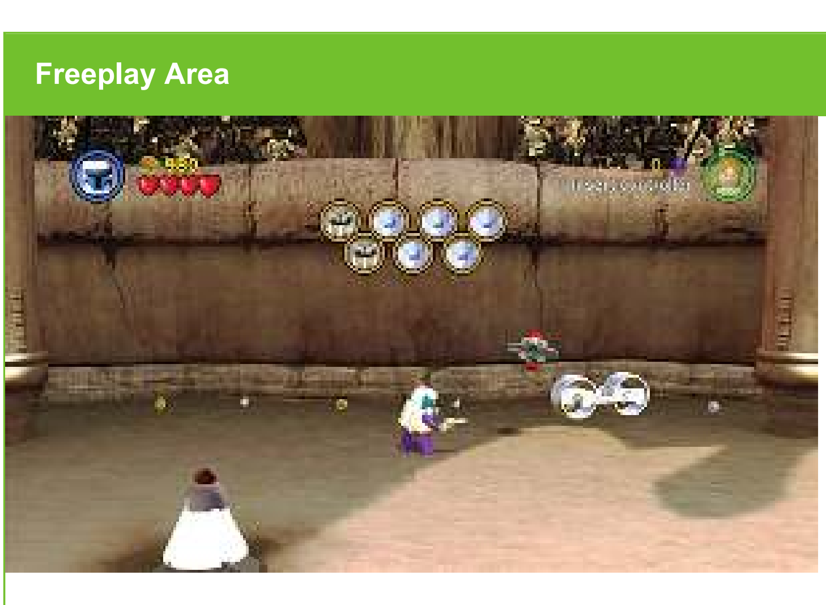
Caution

Don't stand too close to the small LEGO mounds with the red flashing lights around the arena.

If they get hit, they blow up and take you along with them. The good news is that they leave a power up behind for you to collect after they explode.

One more person needs your help. Follow the arena wall to the right again, jumping as you run to avoid enemy fire.

Freeplay Area



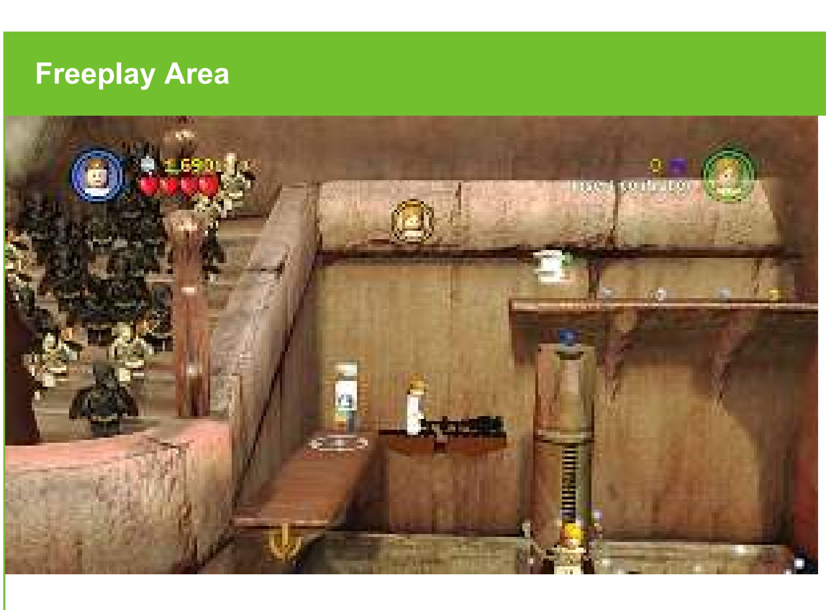
Use a thermal detonator on the shiny equipment. Use the Force to assemble the pieces on the ground and a red power brick appears for you to collect.

As you get close to Obi-Wan's location, super battle droids and droidekas come out to greet you. Keep your distance and use your lightsaber to bounce their shots back at them.

With only a few enemies left, run and grab the power up on the ground and create scrap LEGO parts with your weapon.

After you defeat all the droids, use the Force to lower Obi-Wan down from the tower. With the Force, turn the LEGO scraps in the corner into a moving elevator.

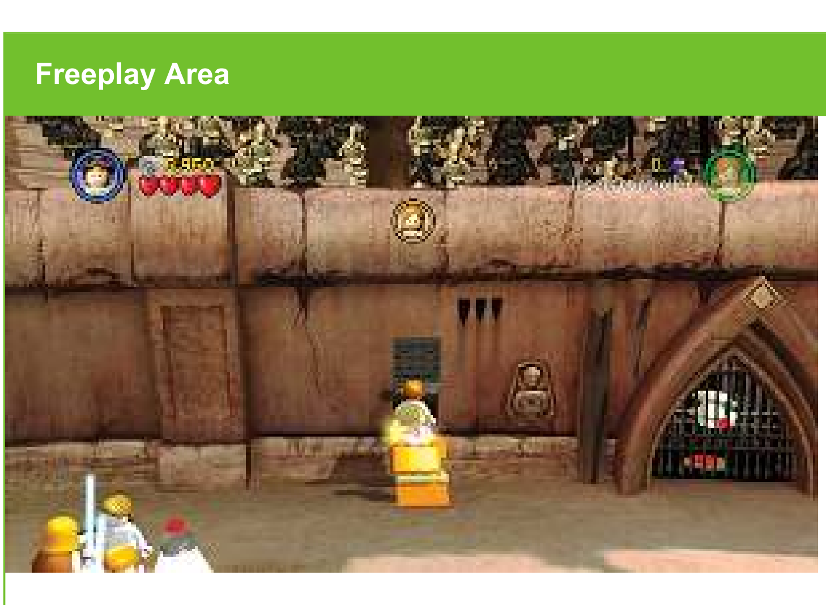
Freeplay Area



Grapple to the top of the ledge on the left. Use a stormtrooper to access the activation panel on the wall, then jump on the elevator that rises up next to you. This takes you to the second ledge; grab a LEGO canister there.

Jump on another elevator to the right and ride it up to a third ledge and another LEGO canister. Fall back to the second ledge, then jump and get a blue stud on top of the tower.

Freeplay Area



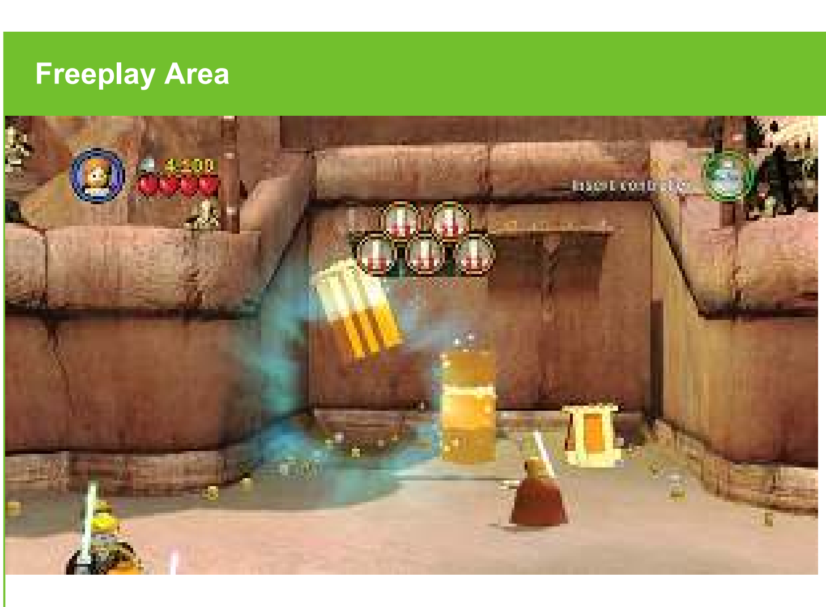
Along the arena wall to the right of Obi-Wan's tower are some loose LEGO elements on the ground. With the Force, turn them into a small box against the wall.

Above the box is a metal chute that a small child can fit in, such as young Anakin. Have the child travel through the chute to get behind the cage to the right. There he can grab the LEGO canister and then step on the red floor switch to get out.

After you free Obi-Wan Kenobi, six Geonosian battle droids enter the arena. Before you chase after them, head to the next alcove along the arena that has a broken tower in the center.

Use the Force to reassemble the pile of LEGO pieces back into a whole chunk, and to move it. Move the next piece that has a glow to it. Repeat the process until all four pieces are stacked.

Freeplay Area



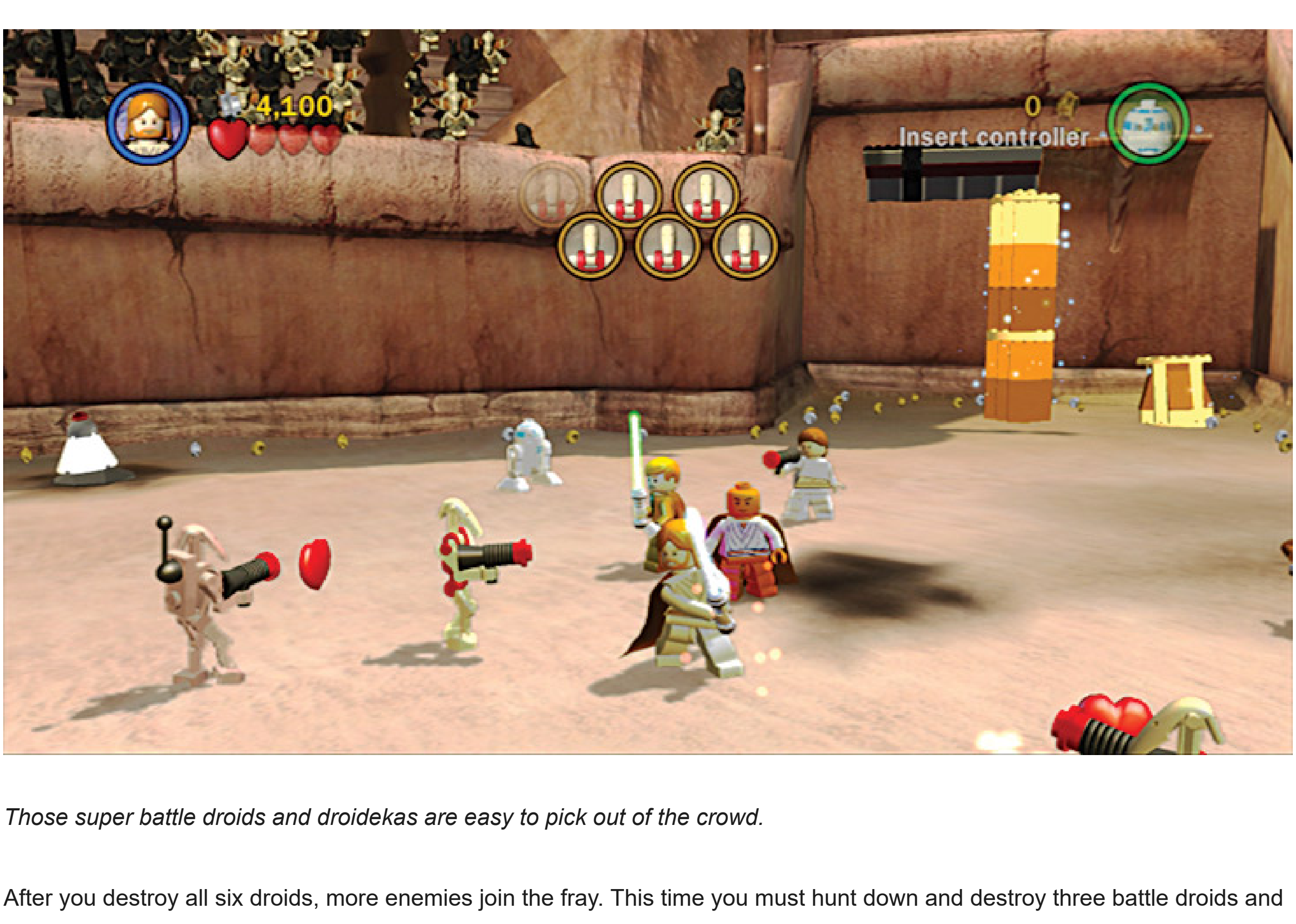
After you stack all four parts in the correct order, a LEGO canister appears at the tower's top. Move to the back wall and use the dark side of the Force to create some steps.

Use a super jump character to jump up the steps to get to a ledge high above you. From there jump to the top of the pillar and collect the LEGO canister.

Now it's time to find those battle droids and put a stop to their evil activities. The Geonosian battle droids have a purplish hue to them; the other battle droids have red chest plates so be on the look out for the color red.

Head to the arena's center so you can have a better view of the droids around you. Use your lightsaber to block incoming blasts as you search out your targets. When you find a battle droid, dismantle it.

After you defeat one of your targets, its icon at the top of the screen fades. Check the icons to see how many targets you have left.



Those super battle droids and droidekas are easy to pick out of the crowd.

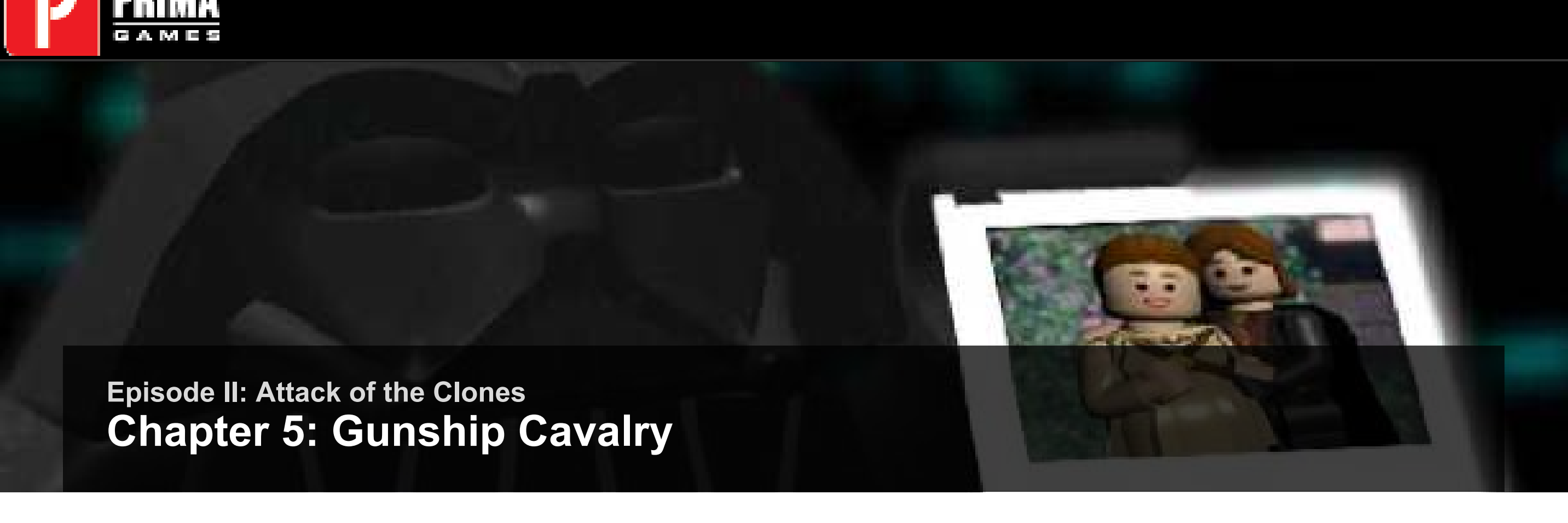
After you destroy all six droids, more enemies join the fray. This time you must hunt down and destroy three battle droids and three super battle droids. The battle droids are still hard to see, so keep a sharp lookout.

Use the same technique as you did before to take out the competition, and hunt down your enemies until all of them are garbage.

After you defeat the droids, Jango Fett figures he'd better take care of business and flies down to take you on. Stay close to the arena wall to avoid taking too much fire from the battle droids and Geonosians still fighting.

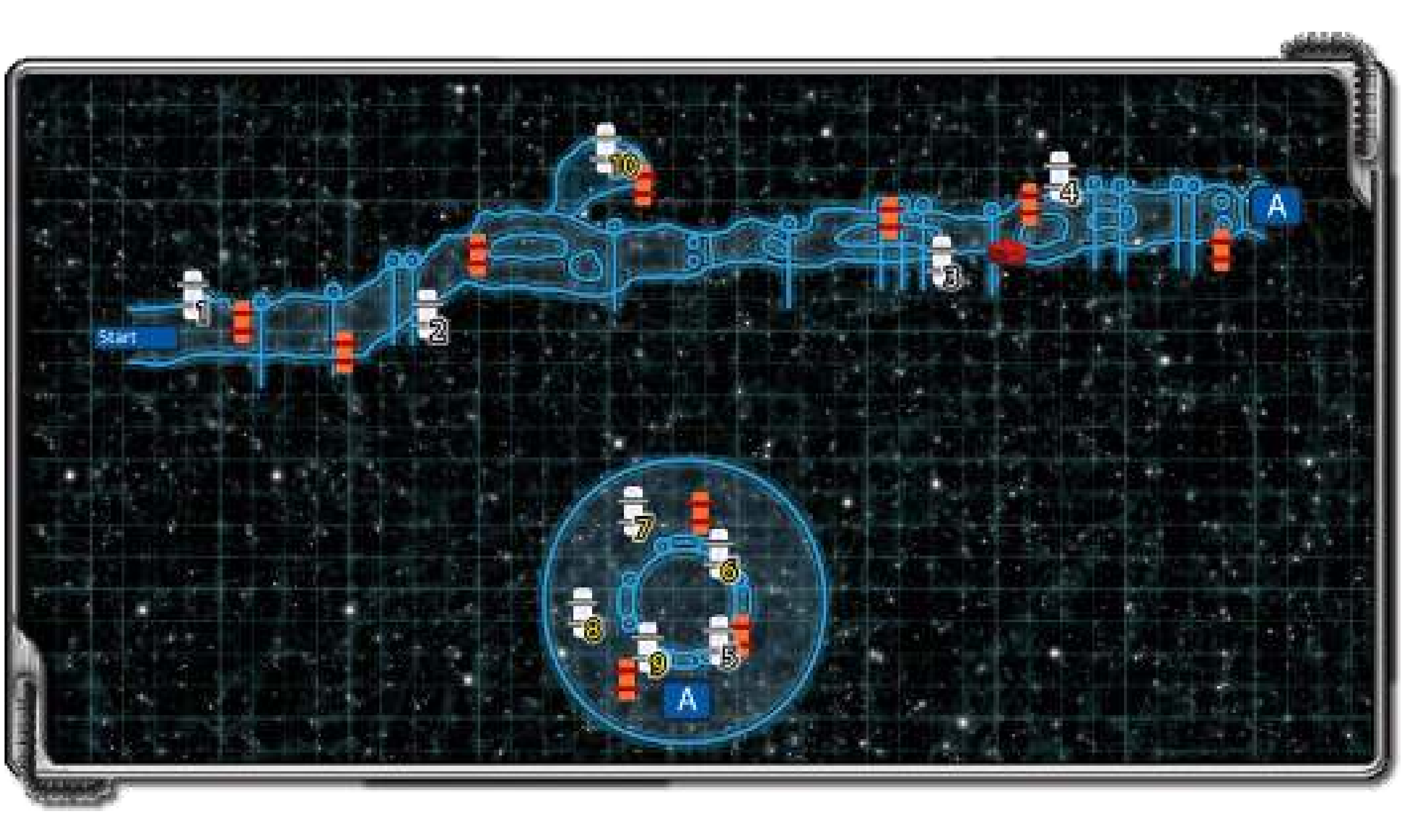
Wait for Jango to fire at you, then use your lightsaber to deflect his shots back at him. You can take a lot of Jango's health away by using his own blaster shots against him.

After he takes enough hits, he switches to rockets. Use the Force to send them back. Finally, Jango loses his head…and his life.



Episode II: Attack of the Clones

Chapter 5: Gunship Cavalry



LEGEND

- 1 After you start, head for the left side of the trail.
- 2 Follow the right side of the trail after you pass the double laser beams.
- 3 Stay to the right of the trail after the set of three laser beams.
- 4 Grab a bomb and blast open the wall in the left side of the canyon.
- 5 Around droid control ship.
- 6 Around droid control ship.
- 7 Around droid control ship.
- 8 Around droid control ship.
- 9 Around droid control ship.
- 10 After the first set of double laser beams, follow the left canyon wall and use a TIE fighter to open the gate. Fly in and shoot the canister in the back.
- 🟥 Keep to the right side of the path after you pass the three lasers.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

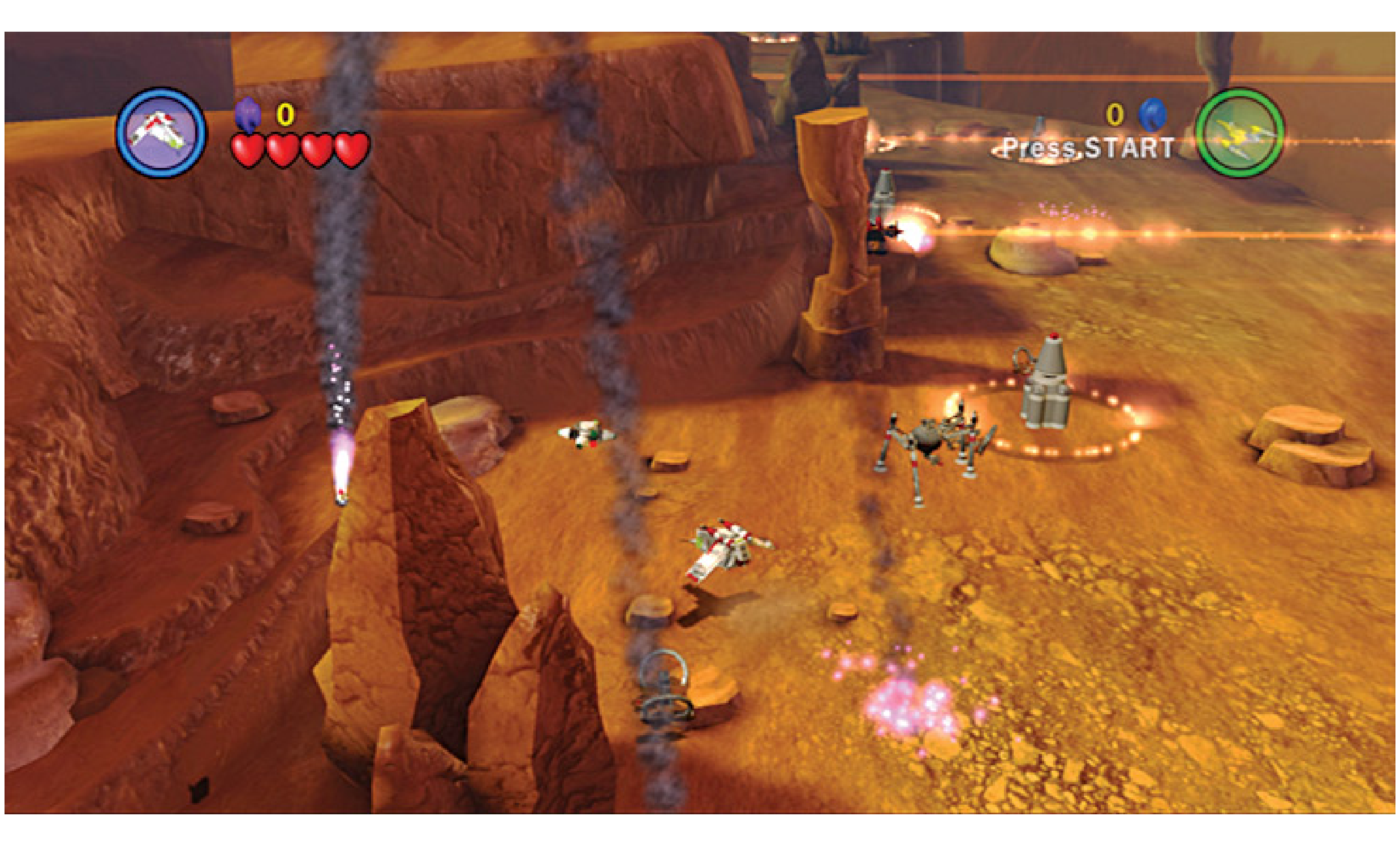
Caution

The path you're on is rugged and treacherous. Watch out for the cliff's edges; if you go over the side, you're history. Also watch out for the orange fire blasts shooting across the screen.

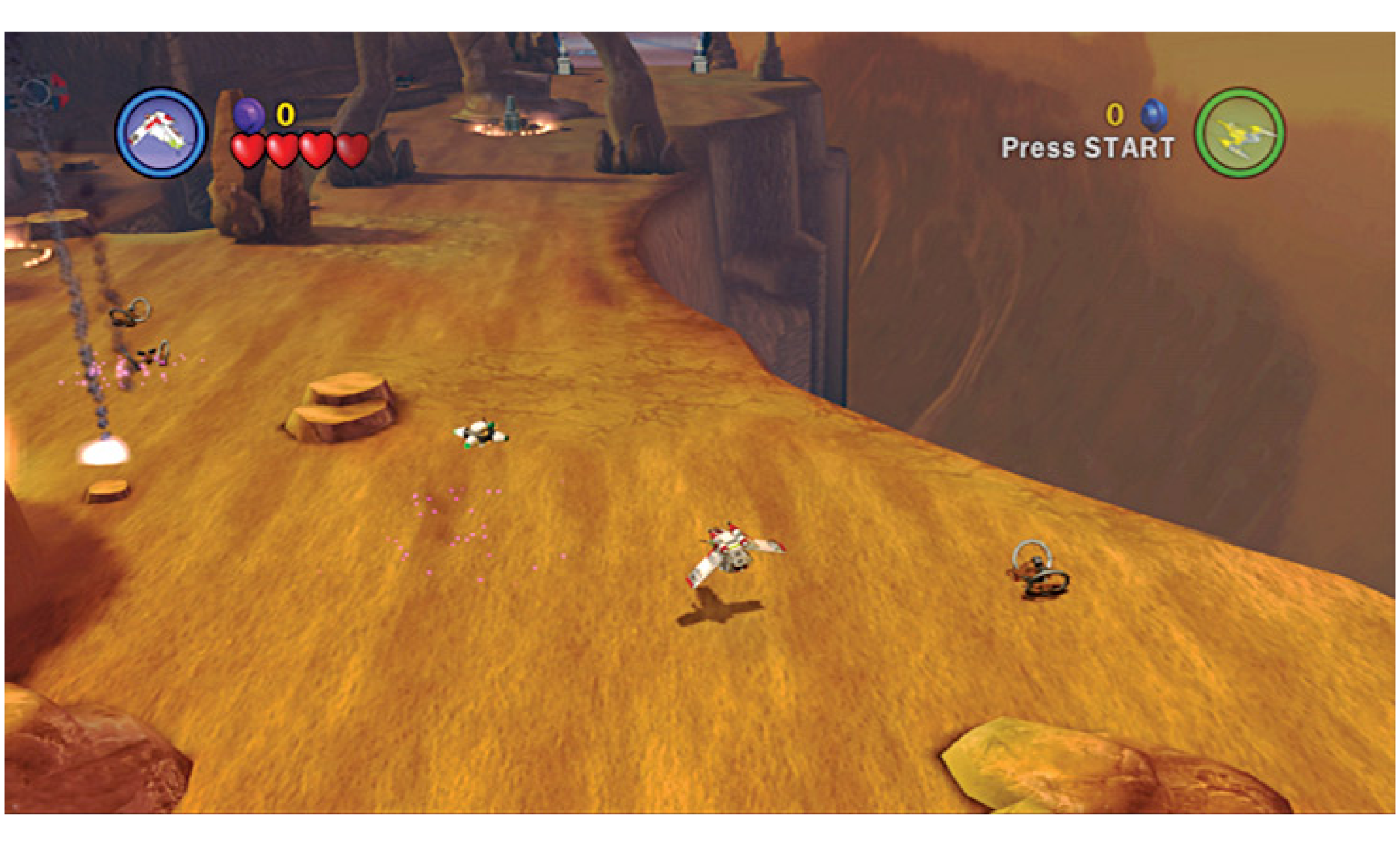
Time your flights so you don't fly into one of the blasts. Wait for the blast to end, then speed forward and out of danger.

Note

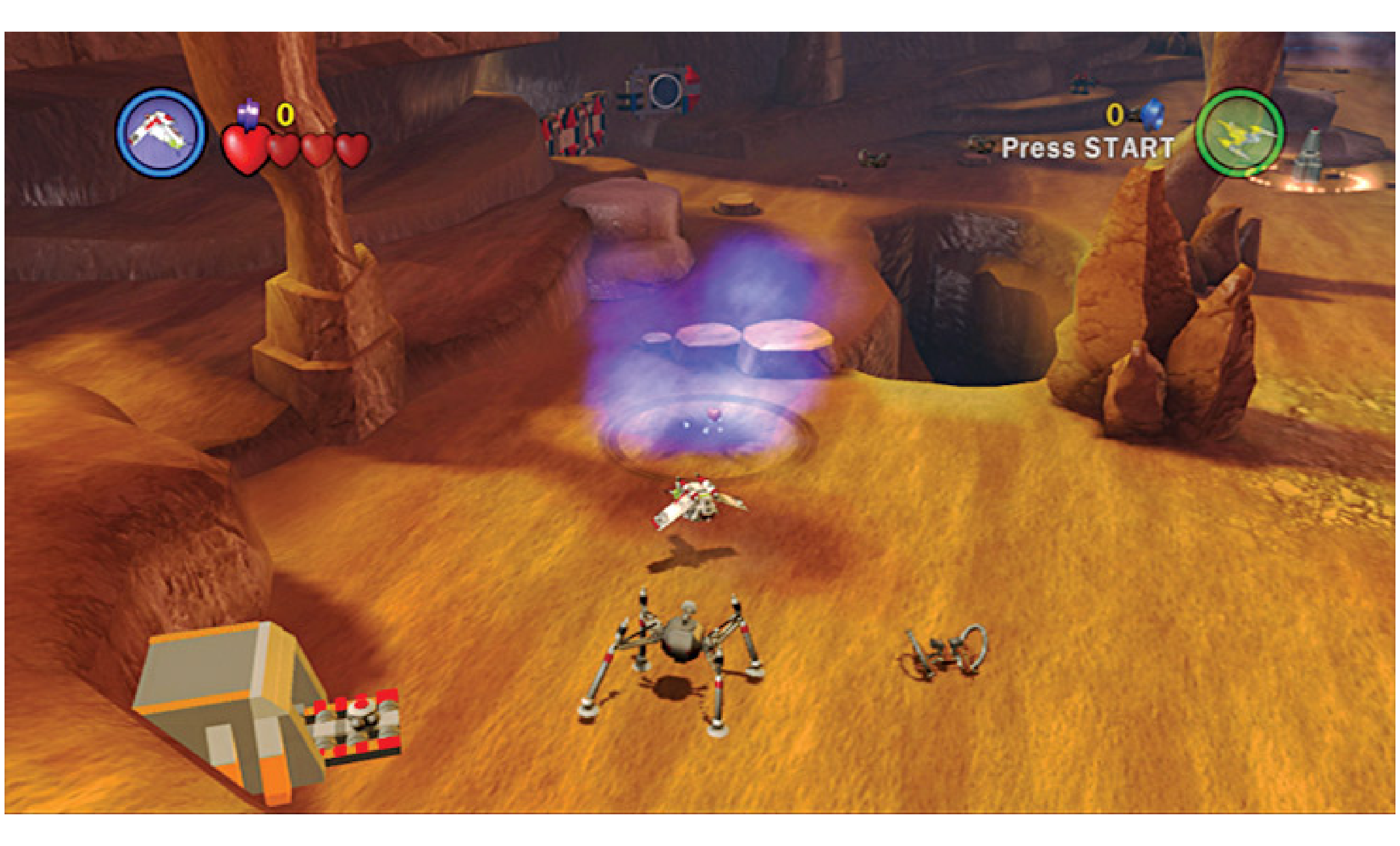
This level has 10 containers scattered around the area that contain LEGO canisters. Shoot the containers for the canister inside. For this walkthrough, the containers you see will be referred to as LEGO canisters.



After the mission starts, head to the screen's top and shoot the first LEGO canister next to the left wall.

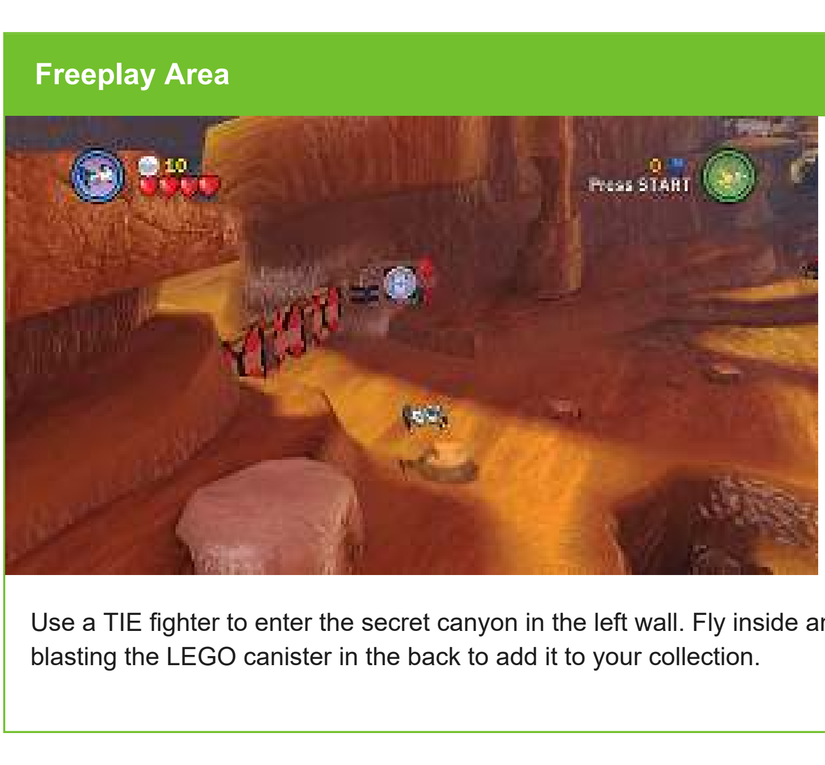


Move to the right and follow the trail's edge until you find your next LEGO canister.

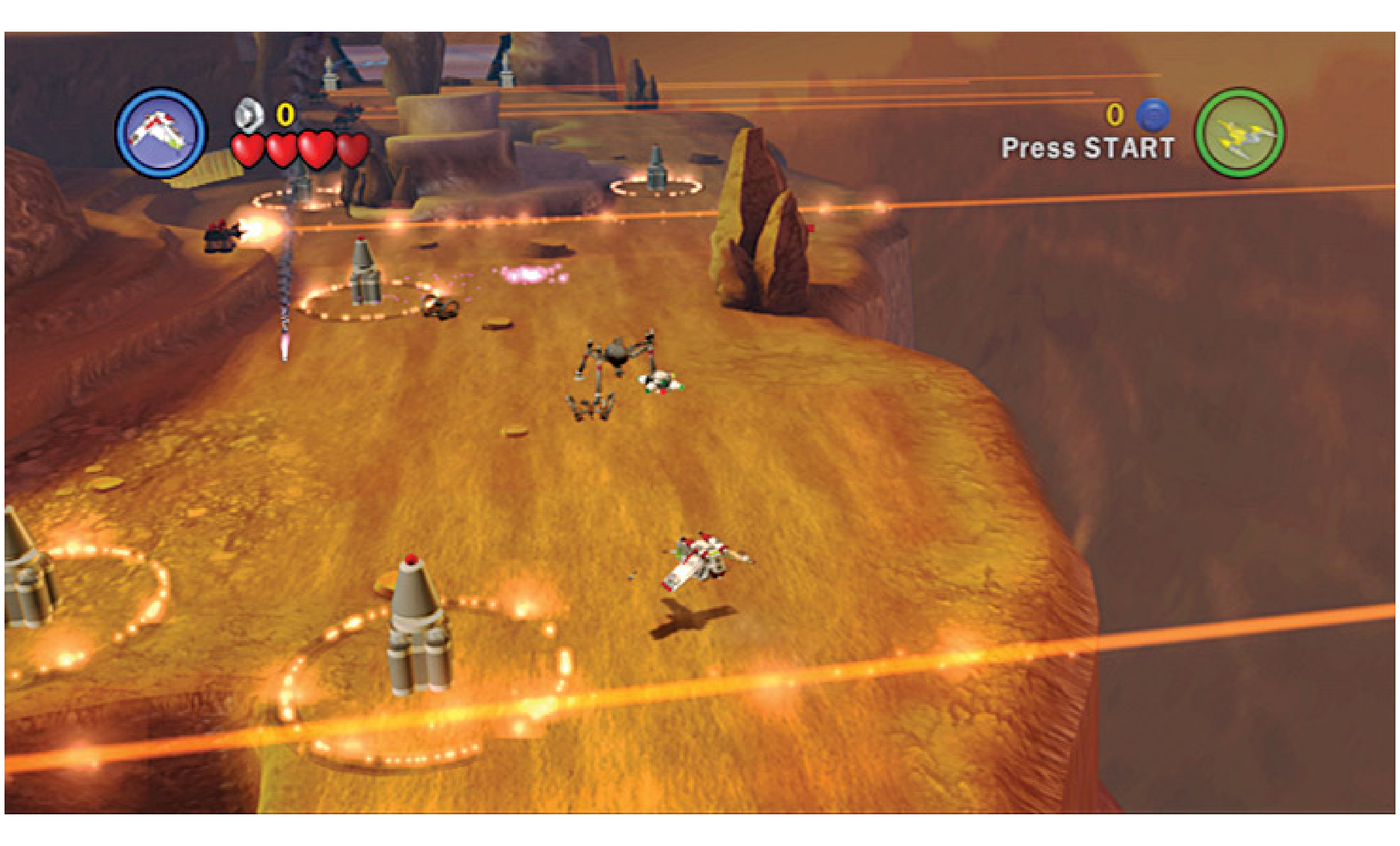


Here's the bomb dispenser. Use your tow cable to grab a bomb and drag it to the blue shield blocking the trail ahead. Hit the generators on both sides of the shield to destroy it.

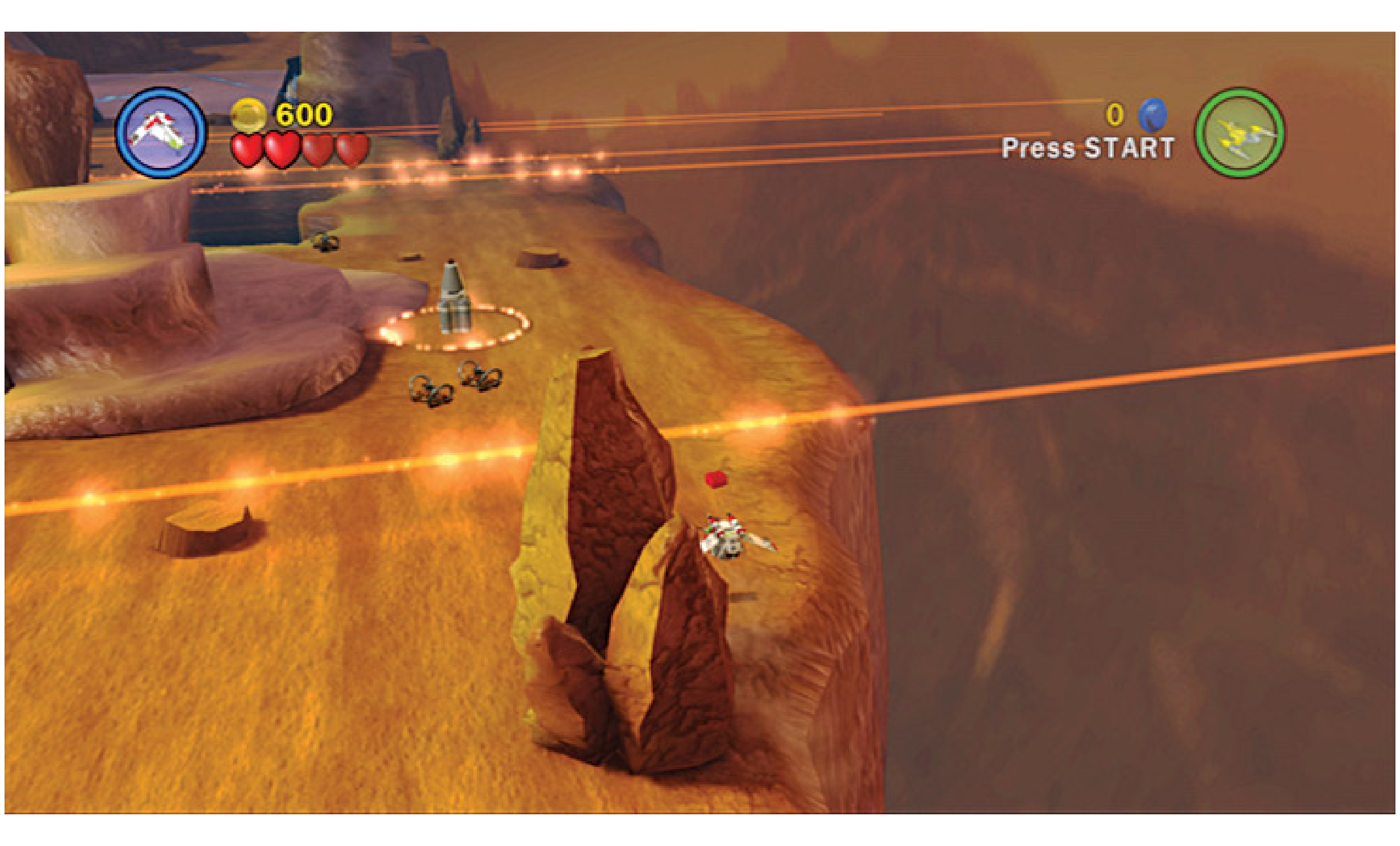
Freeplay Area



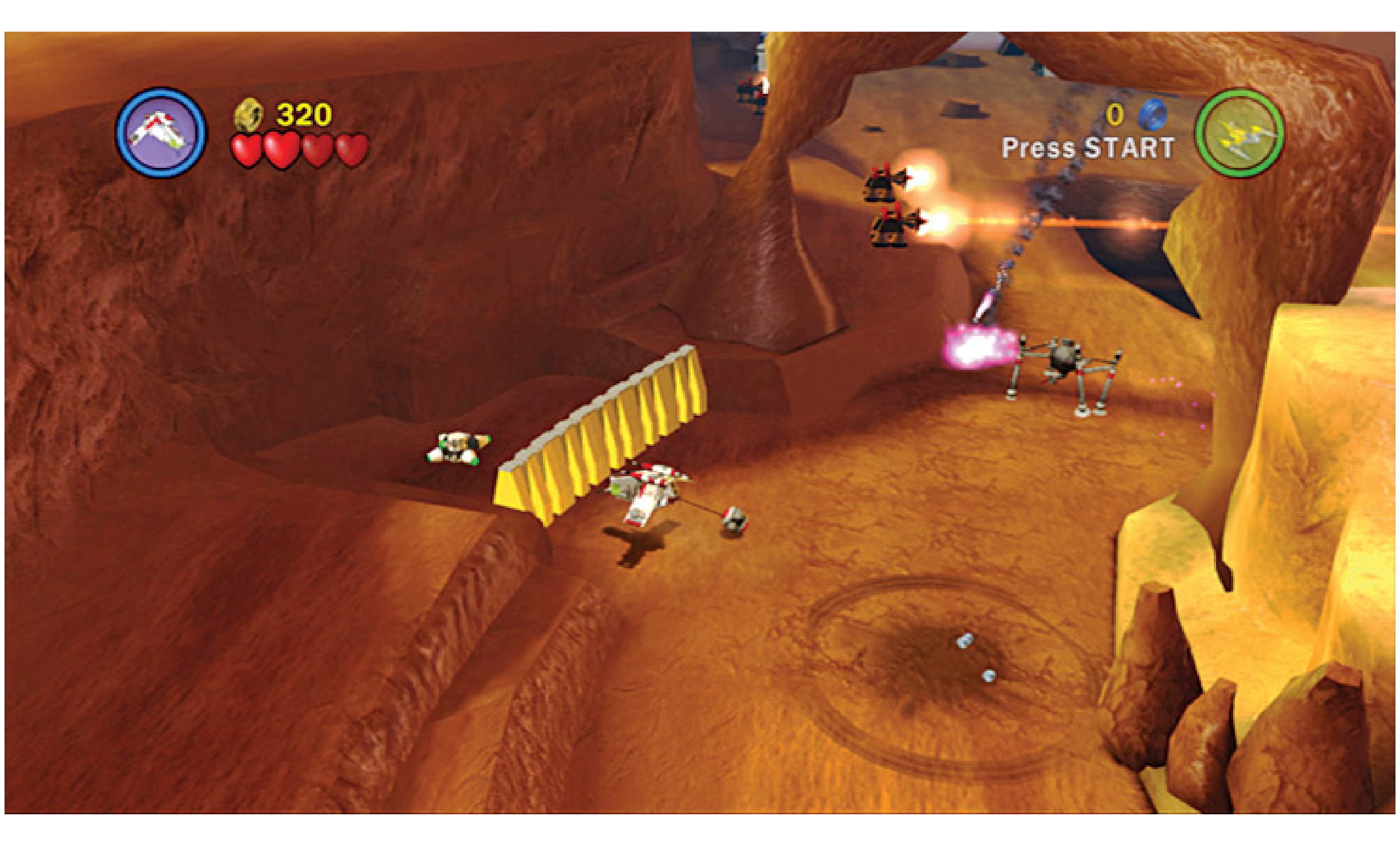
Use a TIE fighter to enter the secret canyon in the left wall. Fly inside and shoot all the enemies on the ground before blasting the LEGO canister in the back to add it to your collection.



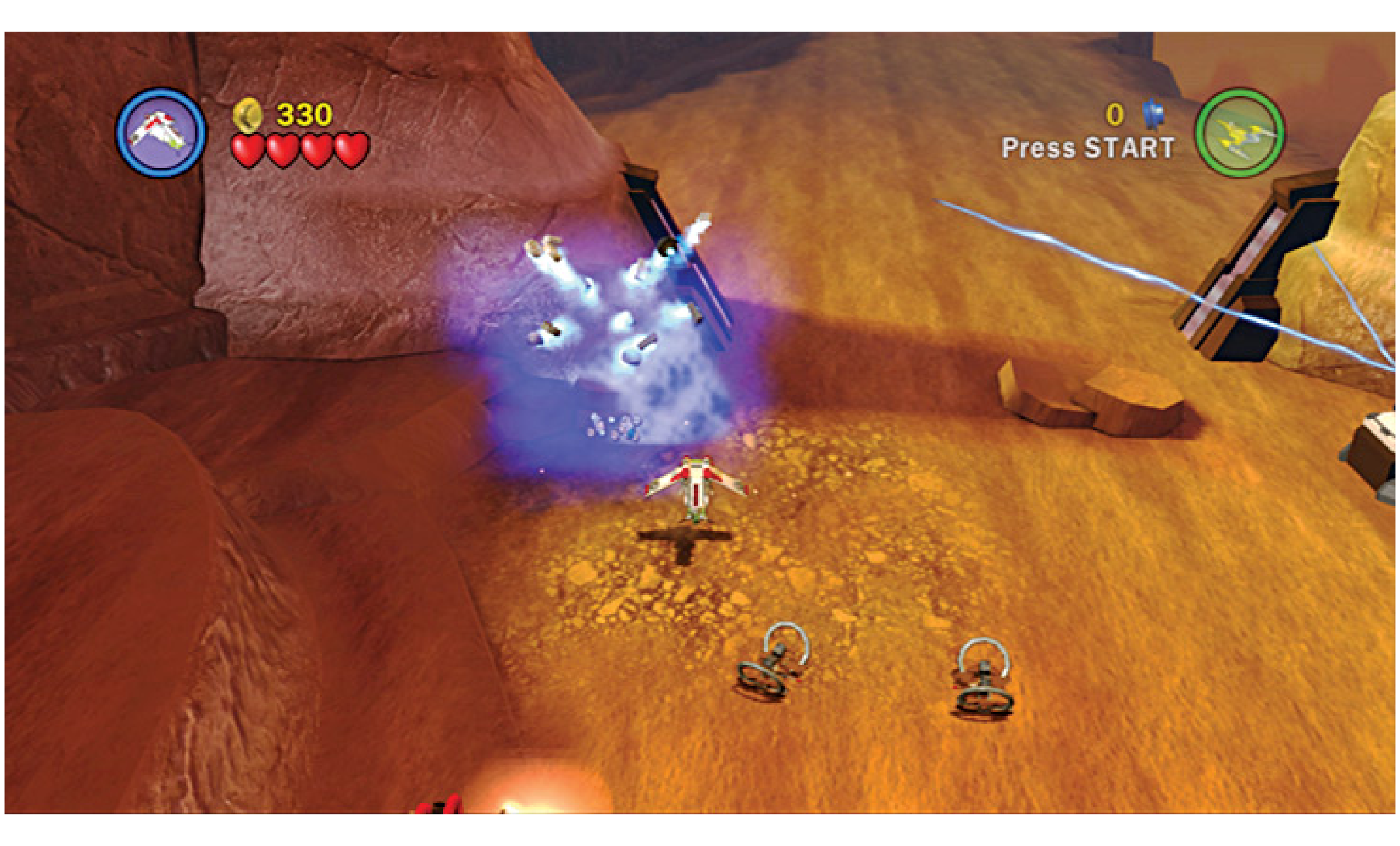
When the trail splits again, stay to the bottom and move past the three laser beams crossing your path. After the trail merges again, pick up a LEGO canister close to the screen's bottom, near the cliff's edge.



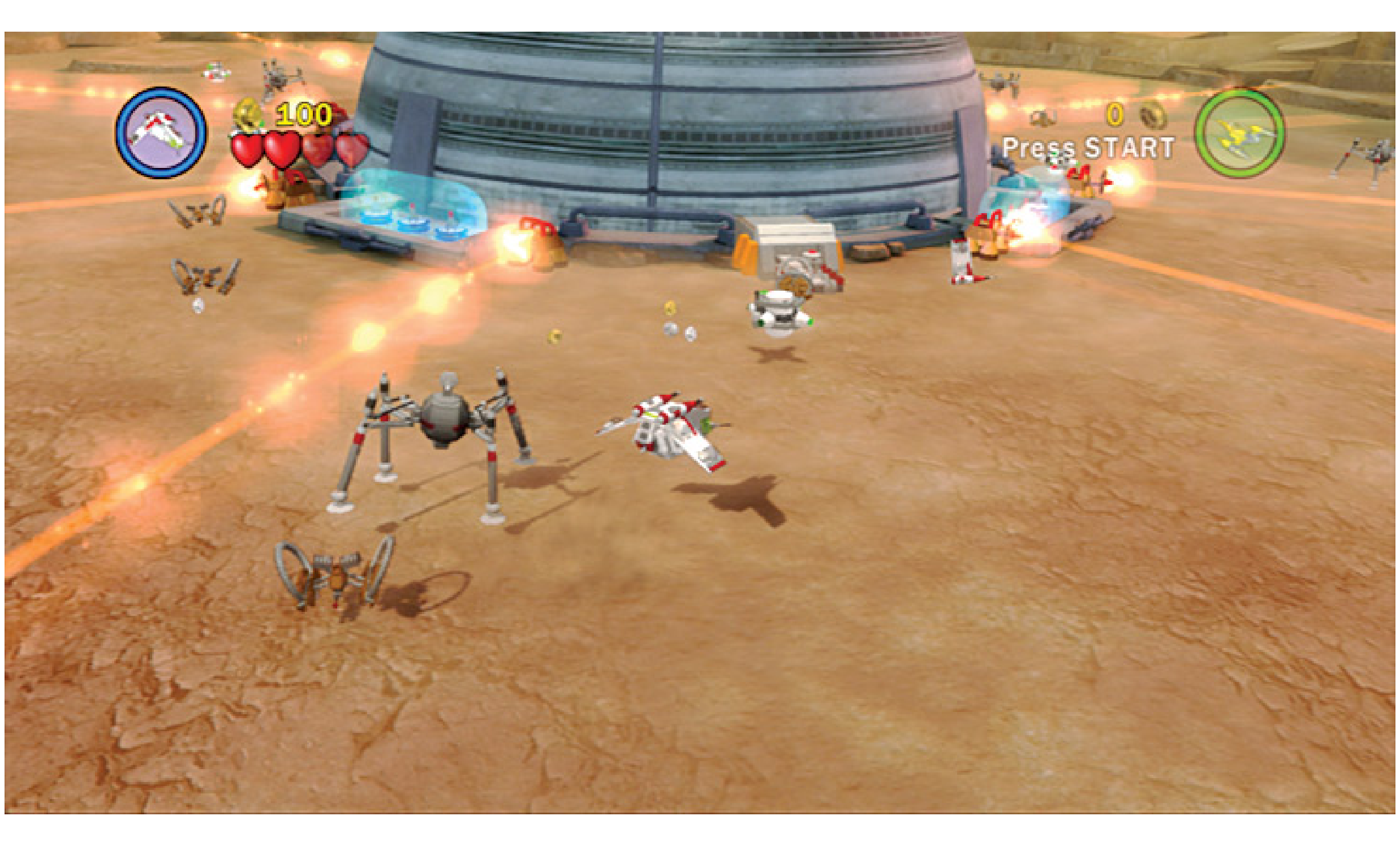
Keep to the right of the path and just after the next laser you can grab a red power brick.



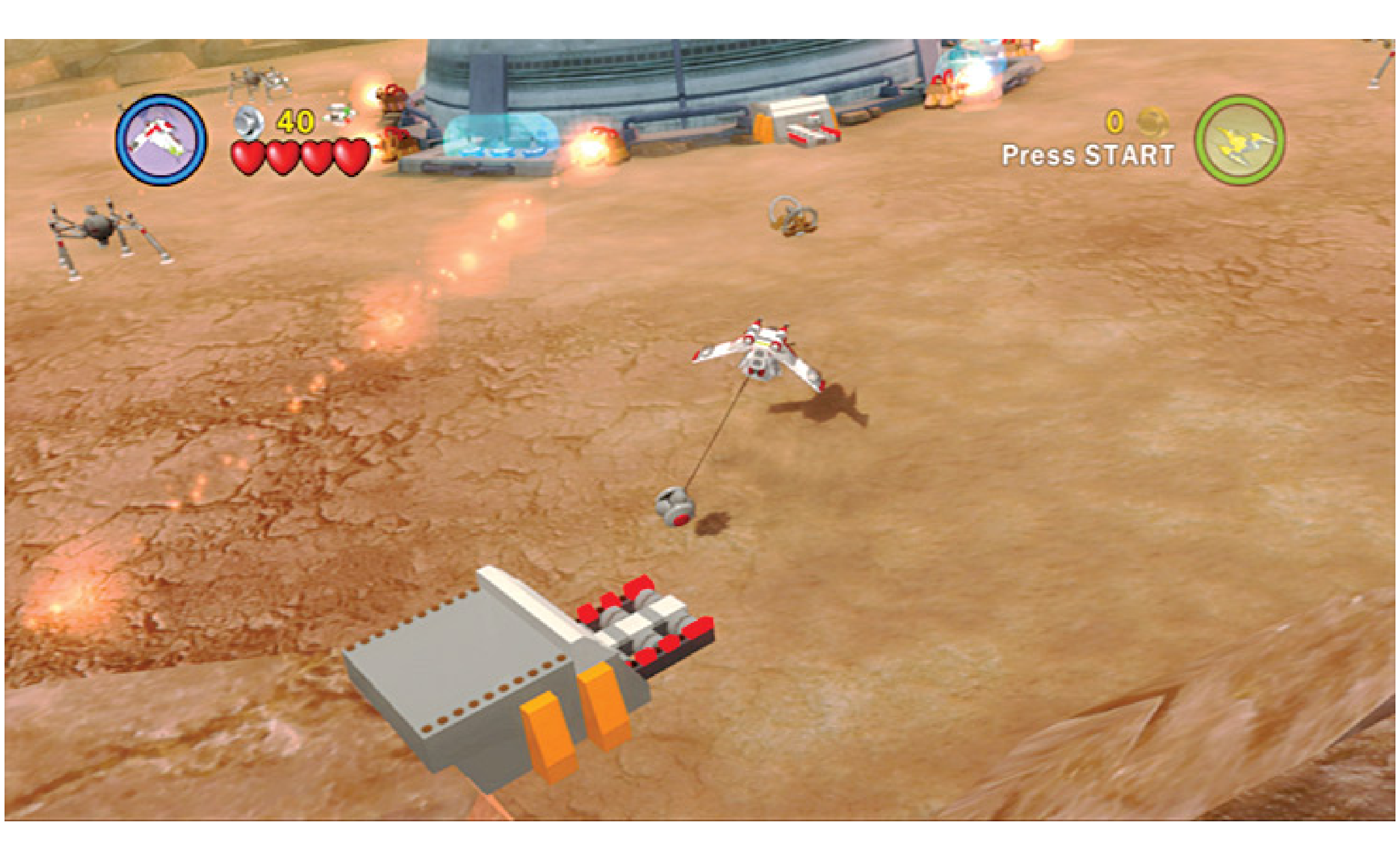
Grab the bomb from the last bomb dispenser and blow open the wall in the left side of the canyon for a LEGO canister.



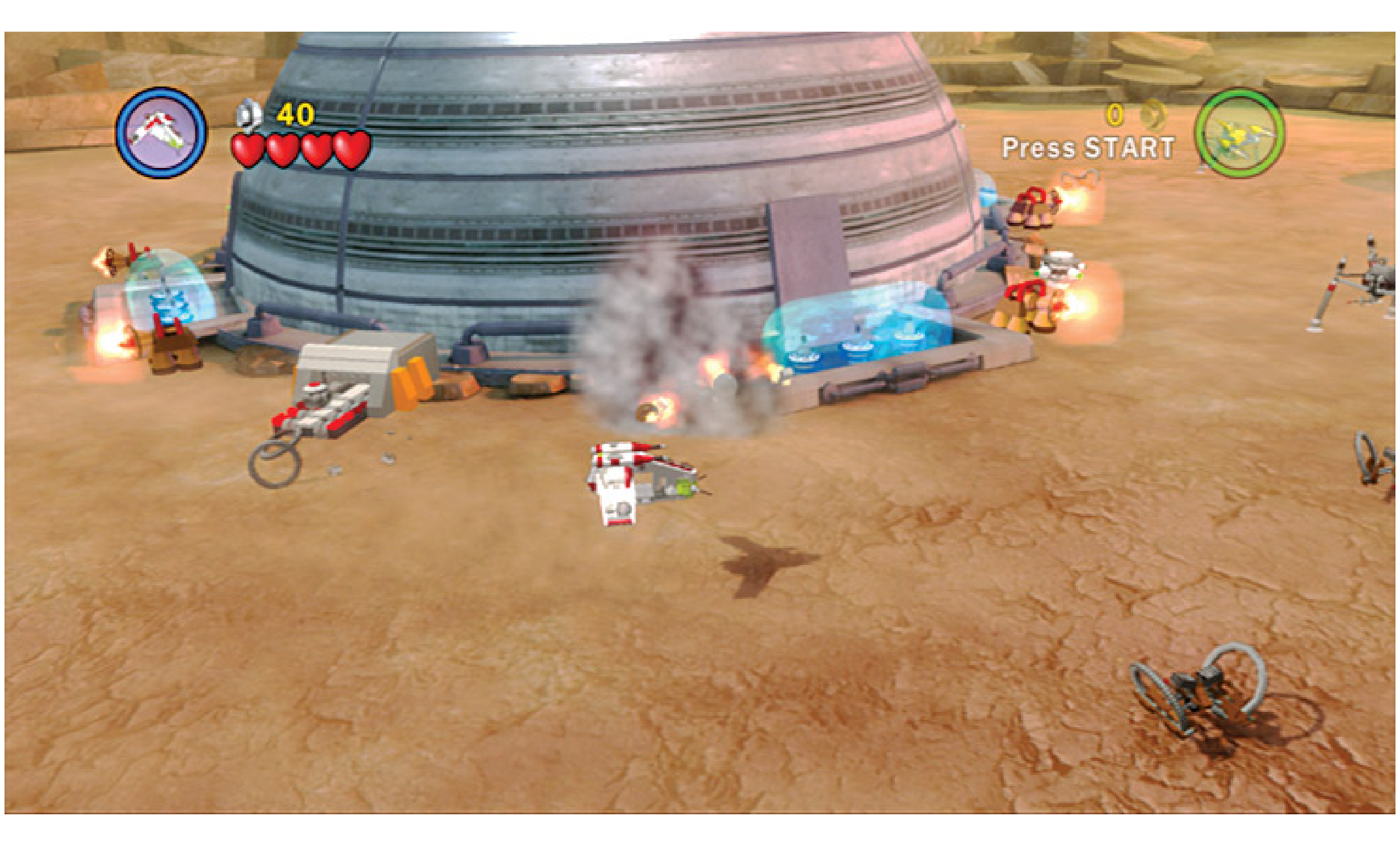
You run into another shield. Use the bombs from the last dispenser to take out the two shield generators. Once the shield is down, move on to the next area.



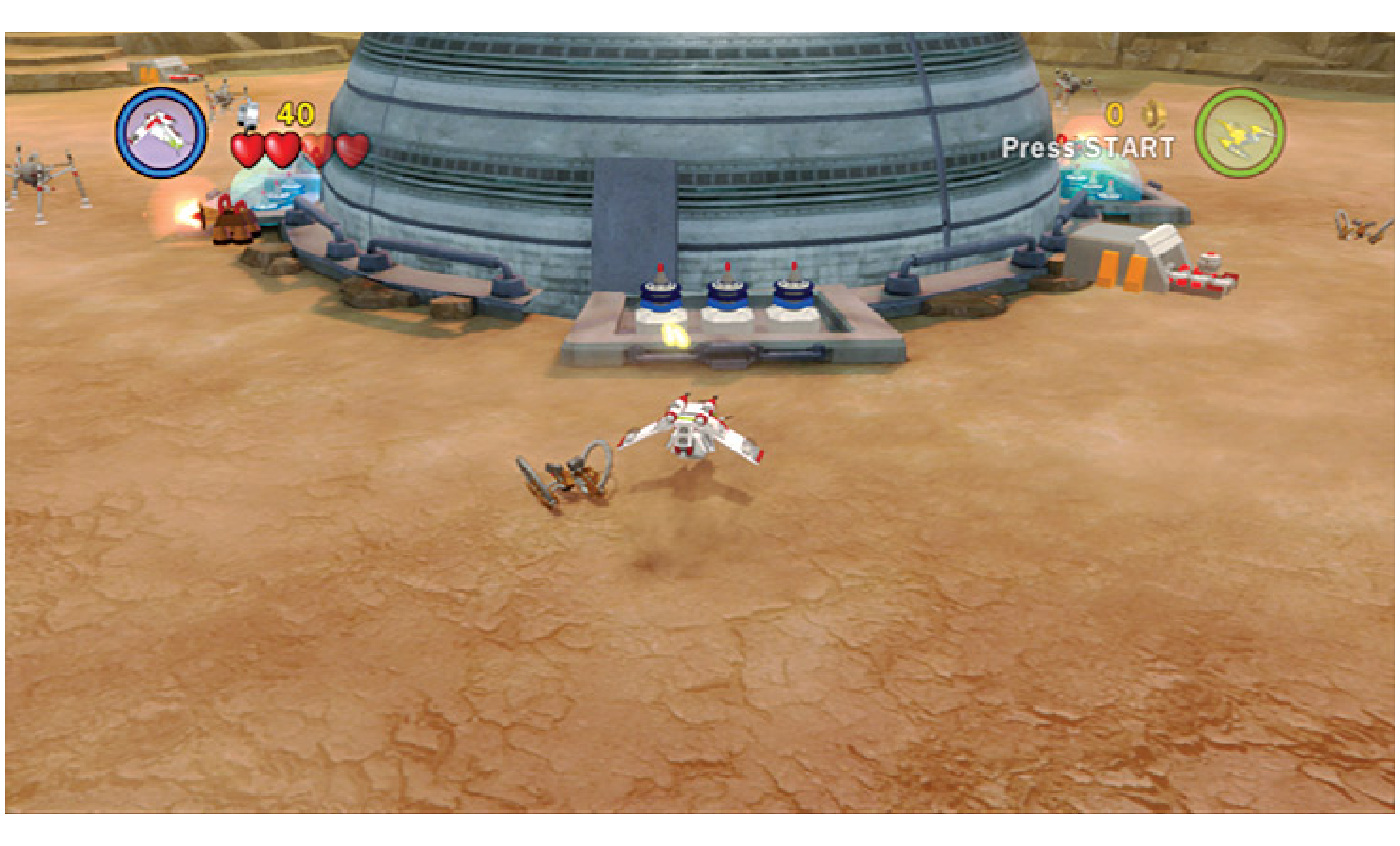
Swing your craft to the right and shoot your first LEGO canister in the new area a little ways in front of you. Continue to circle around the droid control ship and find the other four LEGO canisters.



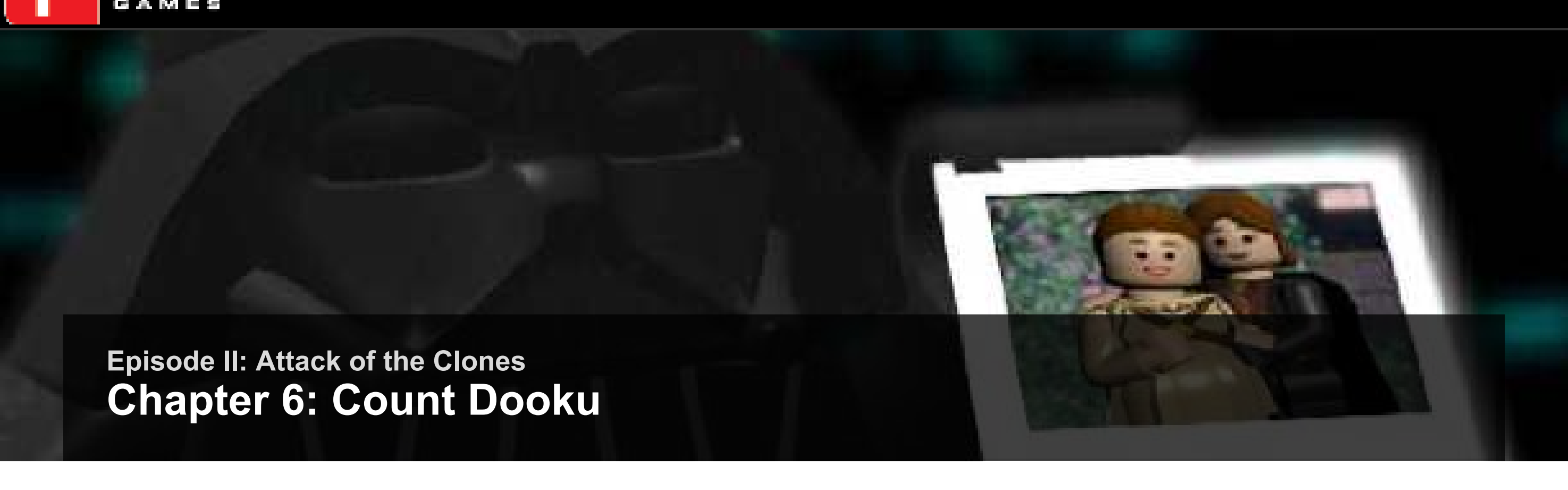
Once you have all five canisters in the area, grab a bomb with your tow cable.



Roll your bombs into the orange shield generators on the sides of the four shields located around the large circular ship.

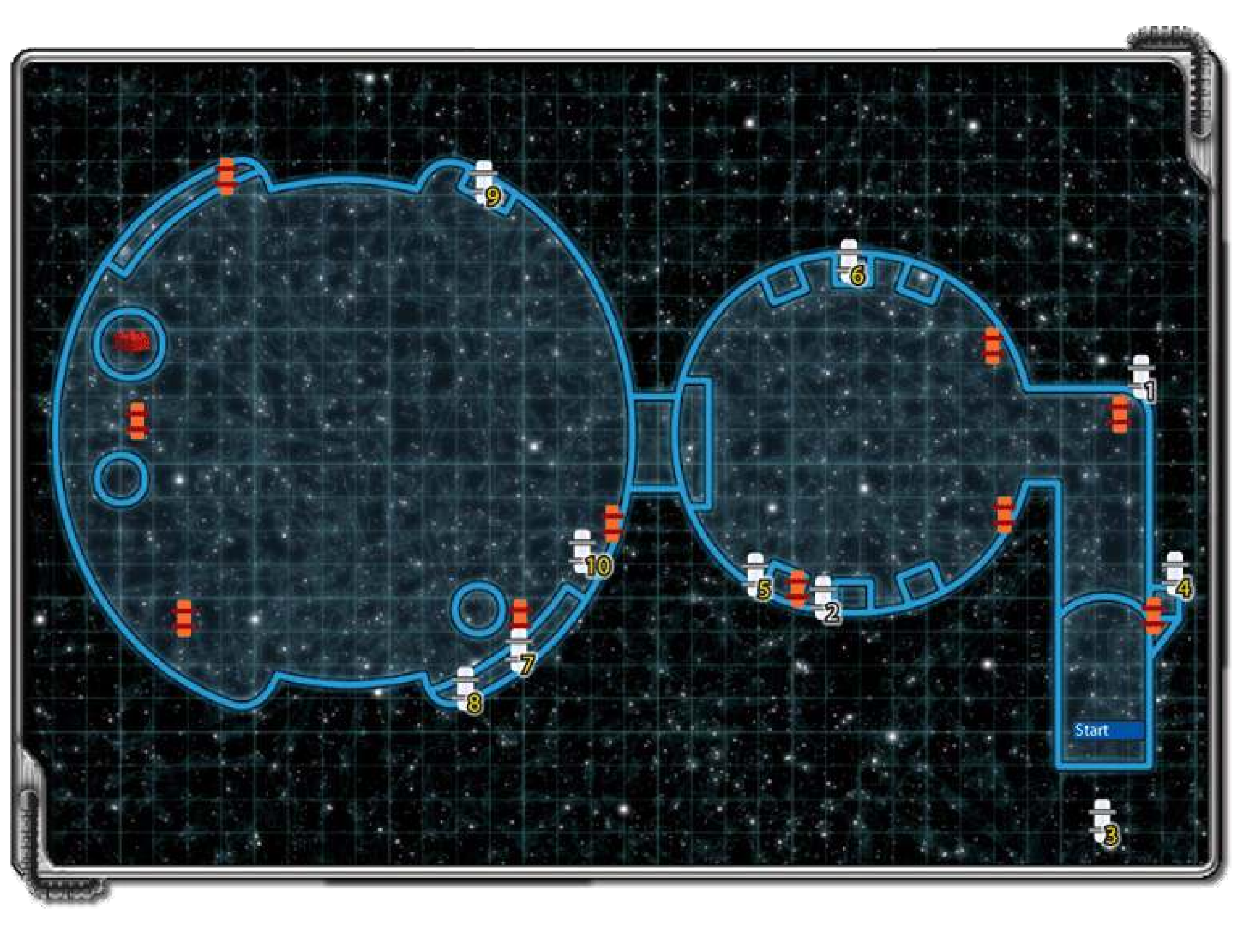


After each set of generators has been destroyed, you can destroy the equipment that was under each shield.



Episode II: Attack of the Clones

Chapter 6: Count Dooku

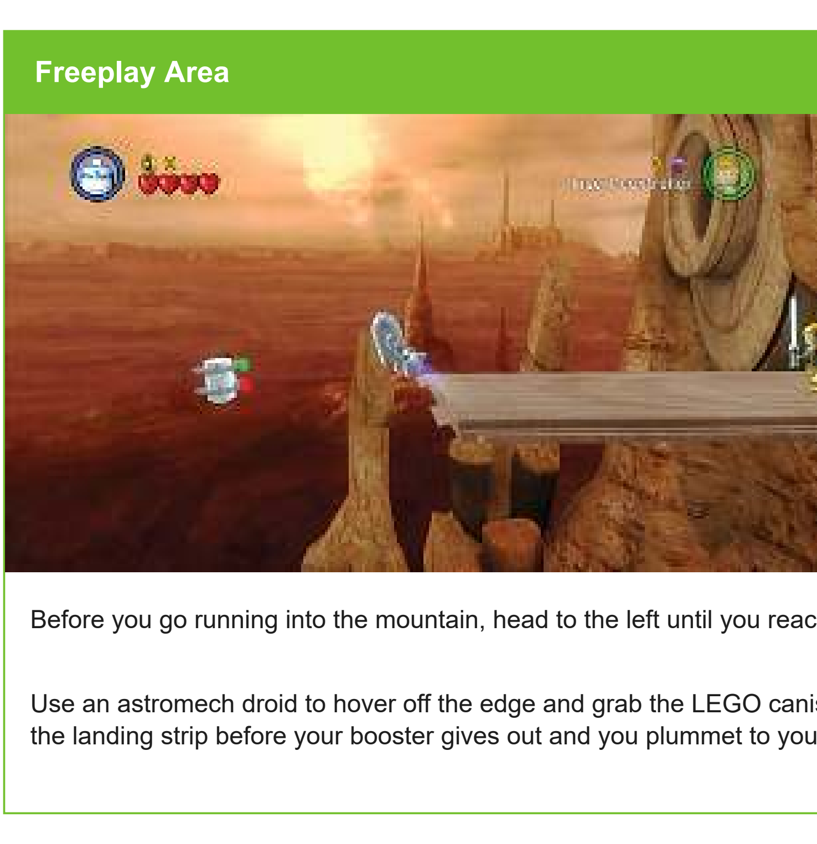


LEGEND

- 1 Use the Force to move the equipment into the corner where you can smash it apart revealing a small cave in the wall.
- 2 Jump up the small platforms on the left side of the room.
- 3 Use an astromech droid to fly over the end of the walkway to the left.
- 4 Use your ascension gun to the right of Dooku's hideout to get to a ledge above the walkway.
- 5 Use a super jump character to jump up the ledges on the left side of the room.
- 6 After all the platforms on the right side have come out, use a super jump character to get to the very top ledge.
- 7 Use the Force to reassemble the broken pillar in the back of the room. Use a super jump character to jump from the top of the pillar to the wall behind it.
- 8 After you jump to the wall from the top of the tower, shoot the cage to the right. Once the cage is gone, jump to the right to grab the canister.
- 9 Use a blaster to shoot the targets on the wall to open up the case nearby.
- 10 Use a super jump character to jump on the brown vehicle in the back of the room and then again to get to the small ledge on the wall.
- Use a small character to use the wall chute to get to a ledge above. Then grapple to an even higher ledge.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

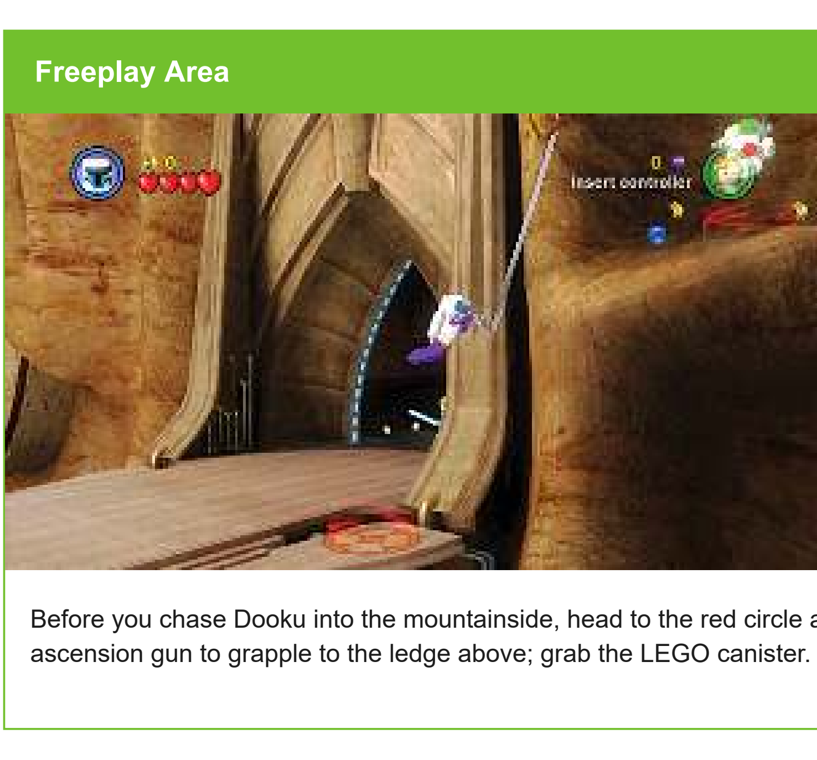
Freeplay Area



Before you go running into the mountain, head to the left until you reach the edge of the landing strip.

Use an astromech droid to hover off the edge and grab the LEGO canister floating out in the air. Quickly head back to the landing strip before your booster gives out and you plummet to your doom.

Freeplay Area



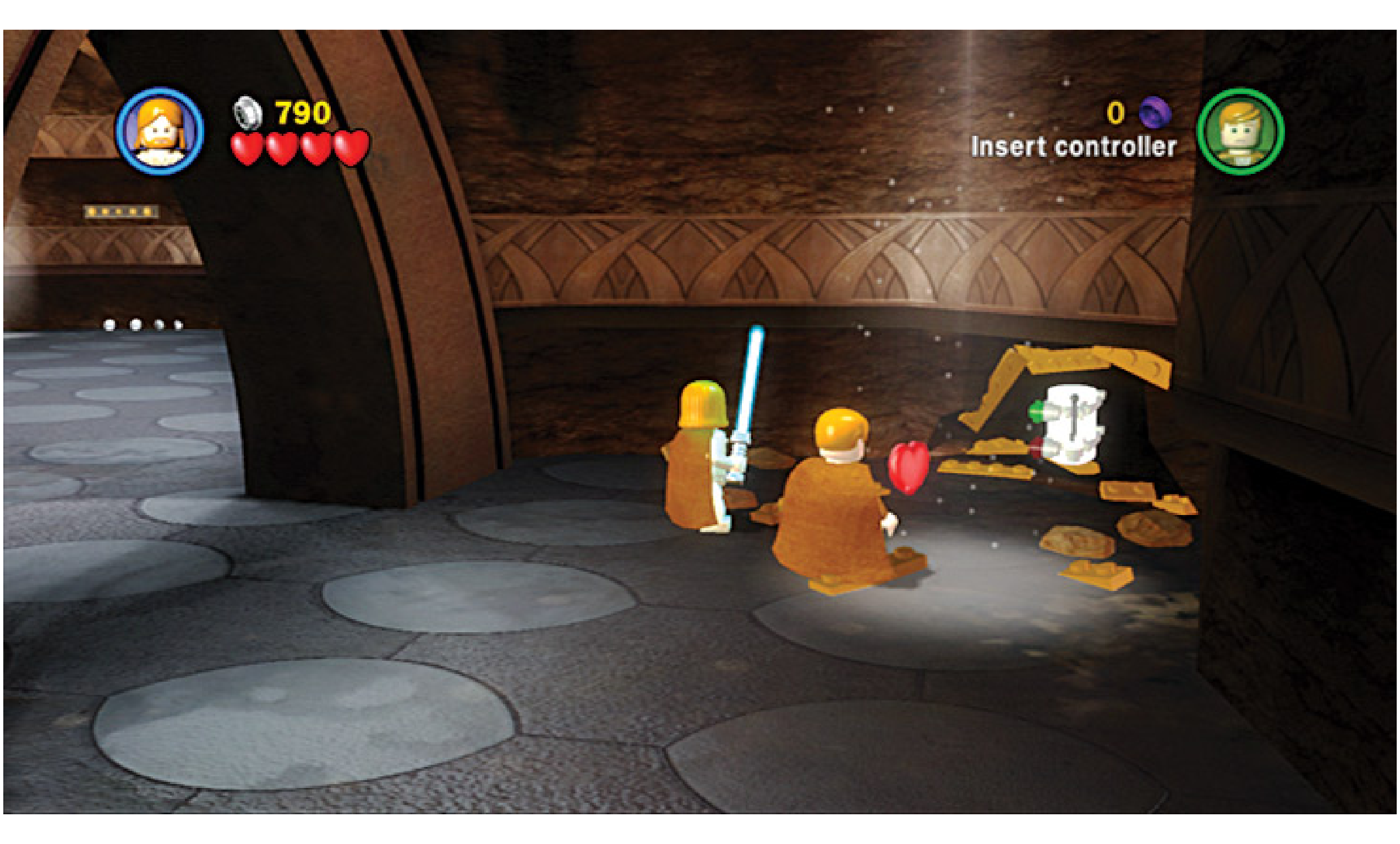
Before you chase Dooku into the mountainside, head to the red circle at the entrance's side. Use someone with an ascension gun to grapple to the ledge above; grab the LEGO canister.

It's time to make Count Dooku pay for his crimes against the Republic, and you know two Jedi who are up for the challenge. The fact that he tried to have you killed is also a motivating factor.

Now that you have reached his hideout, you just have to catch him and teach him a thing or two about why the dark side of the Force is so bad.

Head into the entrance and you see Dooku running for it. Before you get a chance to follow, a group of Geonosian battle droids come out and attack you. Use your lightsaber and chop them to little bits.

With the droids gone, use the Force to move the equipment in the back of the tunnel. After you move both pieces, chop them to bits until part of the back wall gets knocked away. Grab the LEGO canister that is inside the hole.



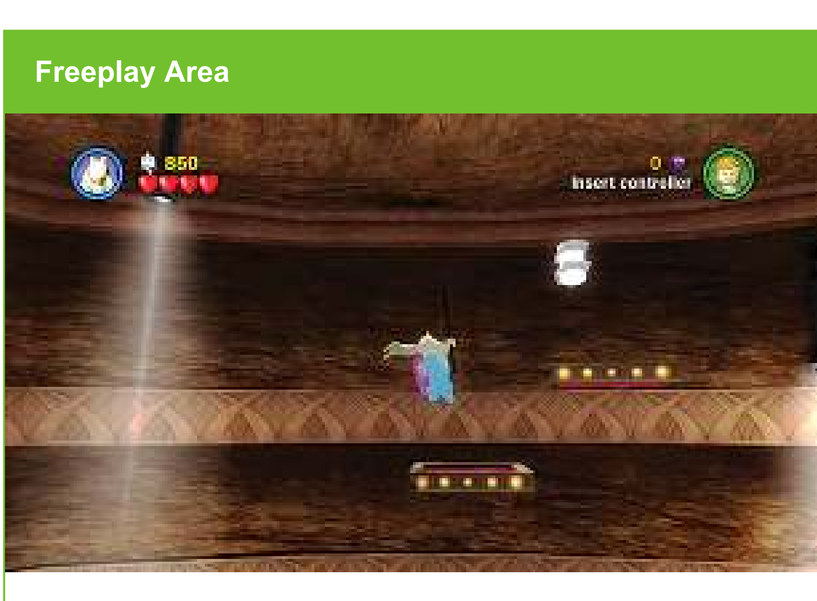
Destroy the equipment you moved over to the wall to get the hidden canister.

Head into the next room, and Dooku sends in some Geonosians to take you down. Grab the power up in the center of the room, then use your lightsaber to reflect their shots back at them for some easy kills.

Run to the left wall and step on the red ground switch. A platform extends from the wall; Anakin uses this to jump to a higher platform where he then steps on another red switch.

Don't get off of your switch until he steps on the next one. When he does, use the platforms to reach a LEGO canister along the wall.

Freeplay Area



While your partner is standing on the upper switch, use Jar Jar to jump to the platform above the ledge on which you found the last canister. From there, jump to the next ledge up to get the LEGO canister.

Run around to the room's other side, and smash the blue vehicle on the ground. Collect all the studs on the ground.

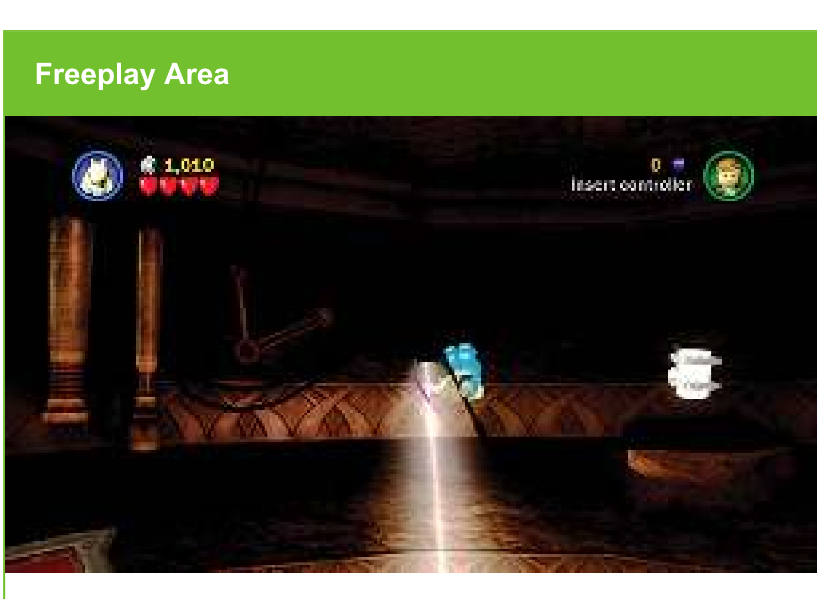
Step on the red floor switch nearby, and a platform emerges from the wall. Your partner jumps up there and stands on the red switch.

After he makes it there, jump to the new platform that came from the wall and step on yet another switch. When you do, a third platform emerges and your partner will once again stand on the red switch he finds.

After all the red switches have been stepped on, the platforms stay in place and you can jump from the last platform to the ledge on the left. Stand next to the second lever on the wall; activate it with the Force.

Your buddy will use the Force on the second lever. After both levers have been pulled, the large door below you opens; go through it.

Freeplay Area



Before you go through the door, backtrack to the ledges you came from. Switch to Jar Jar, and from the top ledge, jump to the right. With his super jumping ability he can access a hard-to-reach ledge with a LEGO canister.

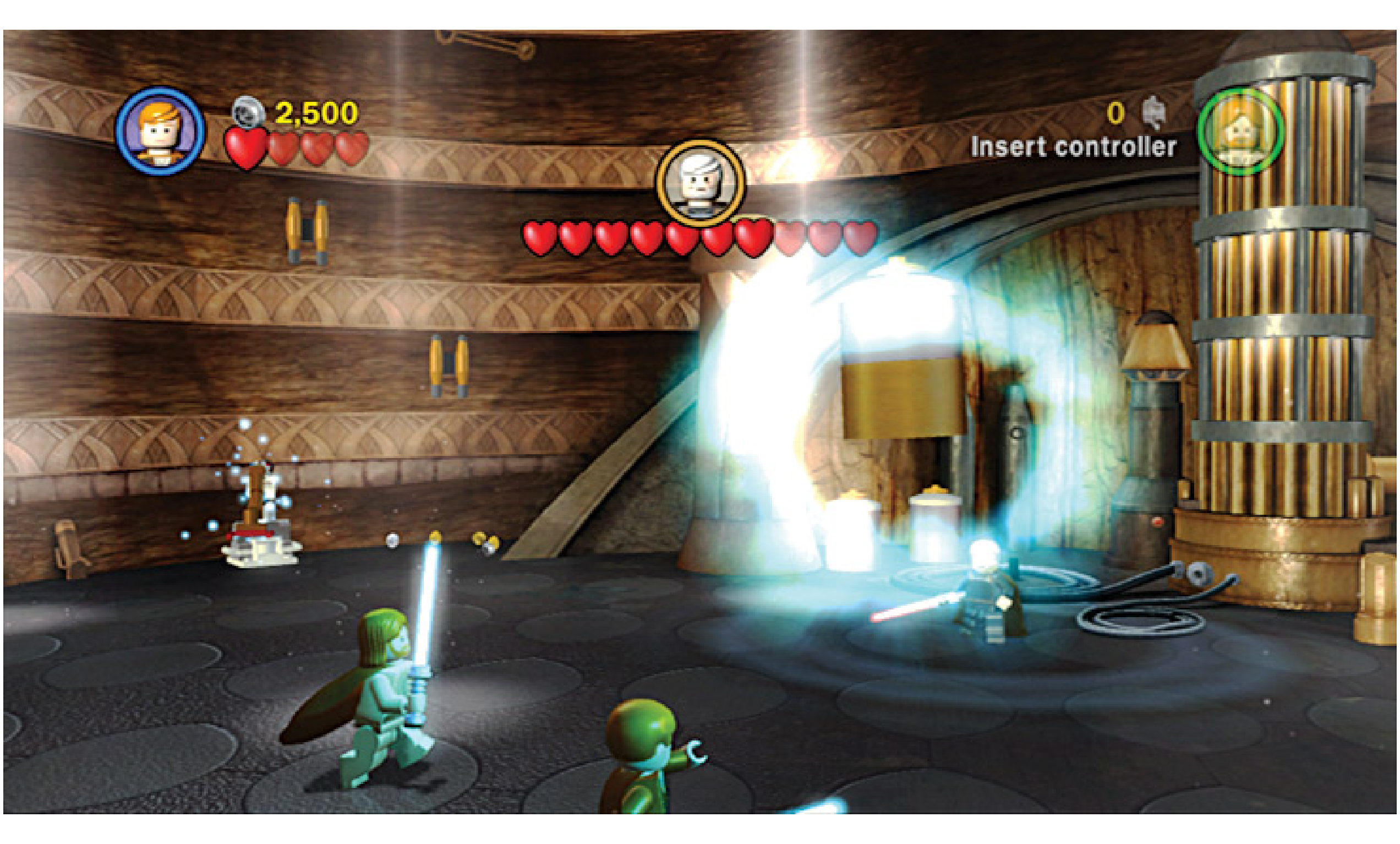
Next, use a bounty hunter and a thermal detonator to destroy all the shiny equipment in the room to find more valuables.

Finally, you reach Dooku in the last room, and he isn't happy to see you. He charges at you with his lightsaber swinging. Before you attack, use the Force on the equipment to the left of where Dooku charged in from.

Collect the studs, then smash it apart for even more goodies. Now go into attack mode. Pound him with your double jump attack a few times before he has a chance to hit you.

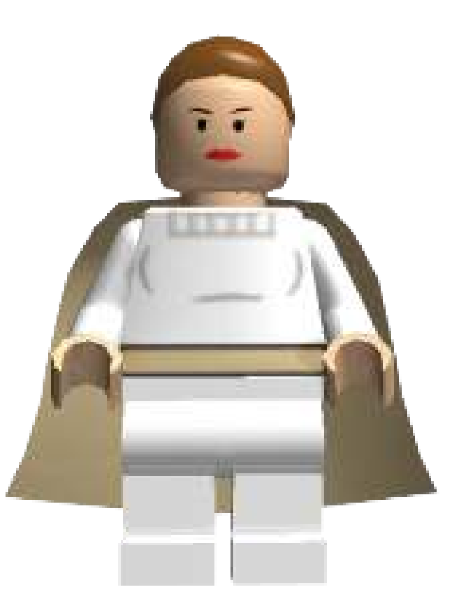
After a few hits, he retreats to the end of the room and puts up a force field so no one can get near him. While he is protected, he uses the Force to hurl objects at you.

When they get close to hitting you, use your own Force to send them right back at Dooku—his force field may keep you away from him, but those objects can sail right through.



Send Dooku's garbage right back at him.

Just when things were looking good, Count Dooku sends Obi-Wan flying and cuts off Anakin's hand! Thank goodness Yoda arrives or those Jedi would have been toast.

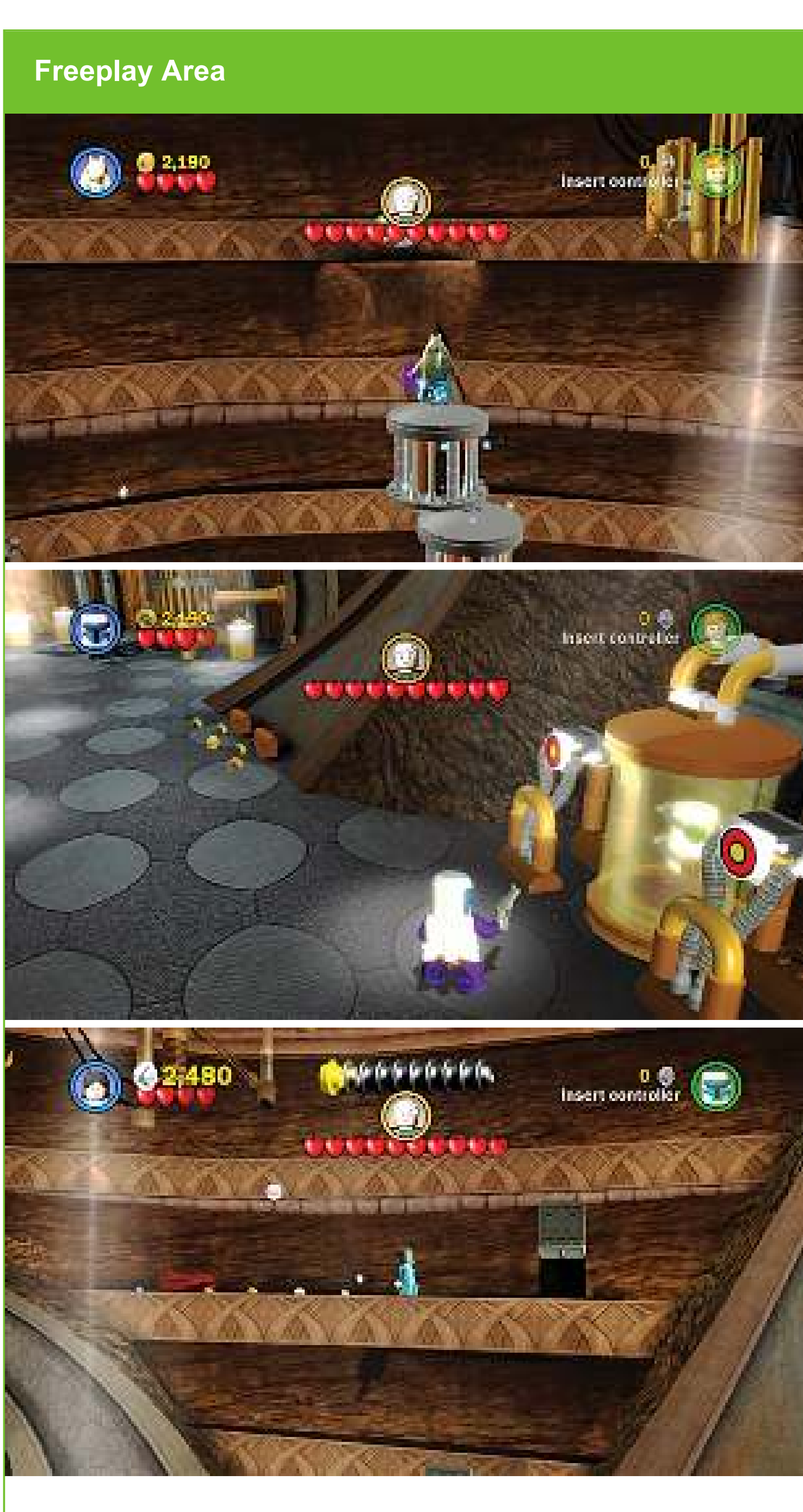


Use Yoda's double jump attack on Dooku when the old bearded guy runs in for the attack. After a few hits, Dooku realizes that the plan isn't going to work and retreats to the back of the room.

Dooku puts up another protective force field to keep his attackers away from him, and he zaps you with electricity. Switch to your partner so you don't take damage and rush in to hack Dooku.

When he targets your new character just switch back to the other character and repeat. Keep this up until he comes at you with his lightsaber. Use the double jump attack on him again to take away the last of his health.

Freeplay Area



The final chamber where you battle Count Dooku has many hidden areas. Before you start your battle, run to the back of the room and use the Force to reassemble the pillar that was broken during the Story mode battle.

Use Jar Jar to jump to the top of the pillar and then to the ledge in the wall above you; grab the LEGO canister.

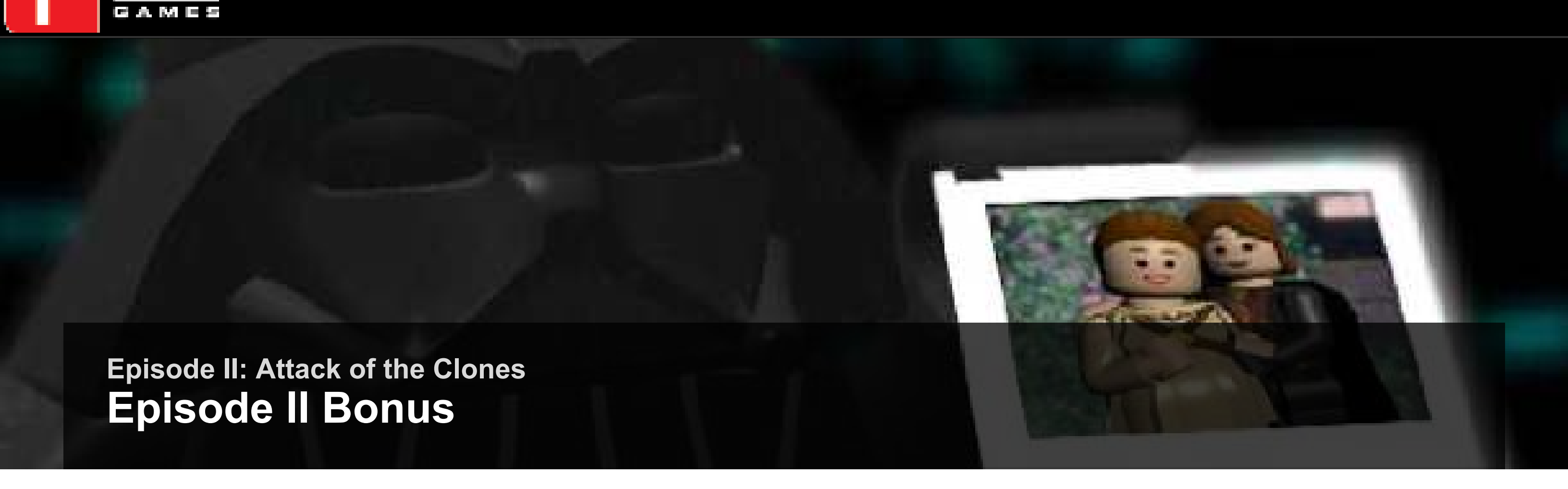
Switch to someone with a blaster and shoot the case surrounding another LEGO canister to the left. After you shoot away most of the case, jump over to it and grab the canister.

Drop to the floor and run to the room's other side. There you find a LEGO canister on the ground behind a protective case with two targets on either side. Shoot both targets and the case goes away, allowing you to grab the canister.

Use thermal detonators to destroy the shiny equipment around the room and collect the studs that spill out. After you destroy the equipment, move farther along the wall to the left of the targets where you'll find a metal chute.

Send young Anakin or Boba Fett through the chute to reach the ledge above; collect the valuable loot. At the ledge's end, use someone with an ascension gun to grapple to a higher ledge, where you find a red power brick.

In the back of the room is a large brown vehicle. Use a super jump character to jump to the top of it and then to the small ledge on the nearby wall. There you can grab another LEGO canister.



Episode II: Attack of the Clones

Episode II Bonus

The bonus section contains three parts. The first part requires you to play through all chapters of Episode II in less than one hour while collecting 100,000 studs.

The second part has you fighting through Geonosis to collect one million studs in under five minutes. And the third part has you flying along the skies of Coruscant gathering one million studs in under five minutes.

After you successfully complete each part, you get a gold brick added to your collection. If you don't complete a mission in the allotted time, you just have to play again until you do, if you want to earn that brick.

Super Story

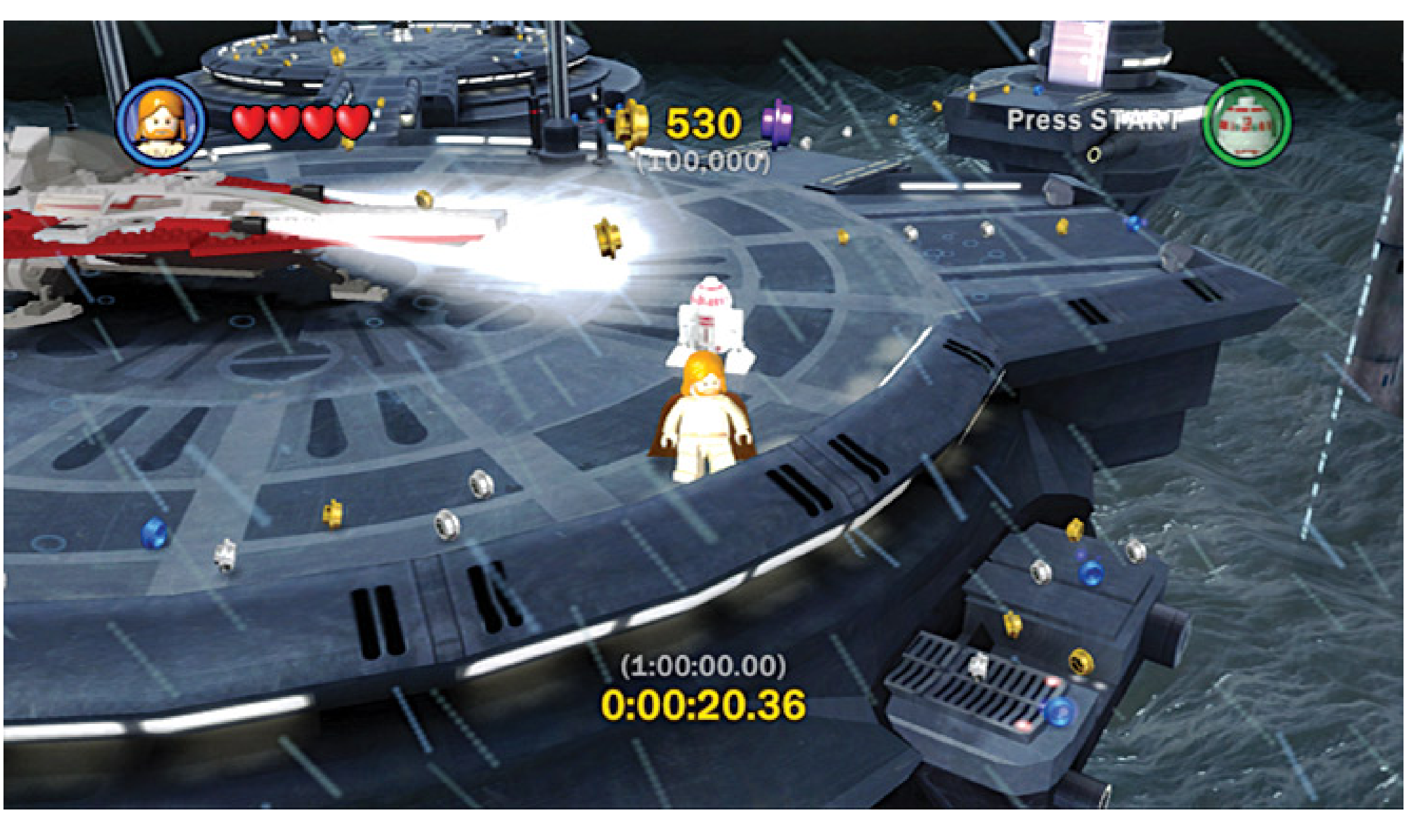
The super story in this bonus chapter is nothing new.

You are simply running through the previous six missions: "Bounty Hunter Pursuit," "Discovery on Kamino," "Droid Factory," "Jedi Battle," "Gunship Cavalry," and "Count Dooku."

The challenge this time is that you have to play through all six chapters consecutively while grabbing 100,000 studs in less than an hour. Because you've already played through these missions, you should have a good feel for them.

Don't waste time in areas where you aren't going to find many studs or that are way off the beaten path. As you move, be sure to hit the areas that have blue studs or many studs in a centralized location.

When you reach your stud goal, you can concentrate on getting through the levels quicker so you can finish in less than an hour.



Completely search the landing platforms in "Discovery on Kamino" to add valuable studs to your collection.

Character Bonus (Geonosis)

As the Republic struggles to deal with the Trade Federation threat, and the evil Sith plan to destroy the Jedi, daily life goes on across the galaxy.

In the droid factory on Geonosis, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil….

You start this adventure on Geonosis where you have five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style, so you can choose the main character you want to play and the game picks the rest of your playable characters, all of whom have different abilities.

Try to play this mission with a ghost character who is impervious to attack, but if you don't have one yet, a Jedi will work just fine.

After you start the mission, smash the containers next to you and collect the loot, then follow the walkway south to a square platform.

Once you get to the platform, smash the container in the bottom left corner, followed by the two containers on the right side, and then the container in the top right corner.

Use a double jump attack directly on top of the container in the top left corner and collect the power up and studs that were inside.

Quickly run back to your starting area and smash the containers that have reappeared. While your power-up is still active, run back to the square platform you just left and deal with any enemies that came to blast you.

Once the area is free, hit the container in the bottom left corner and repeat the process to meet your goal in studs.

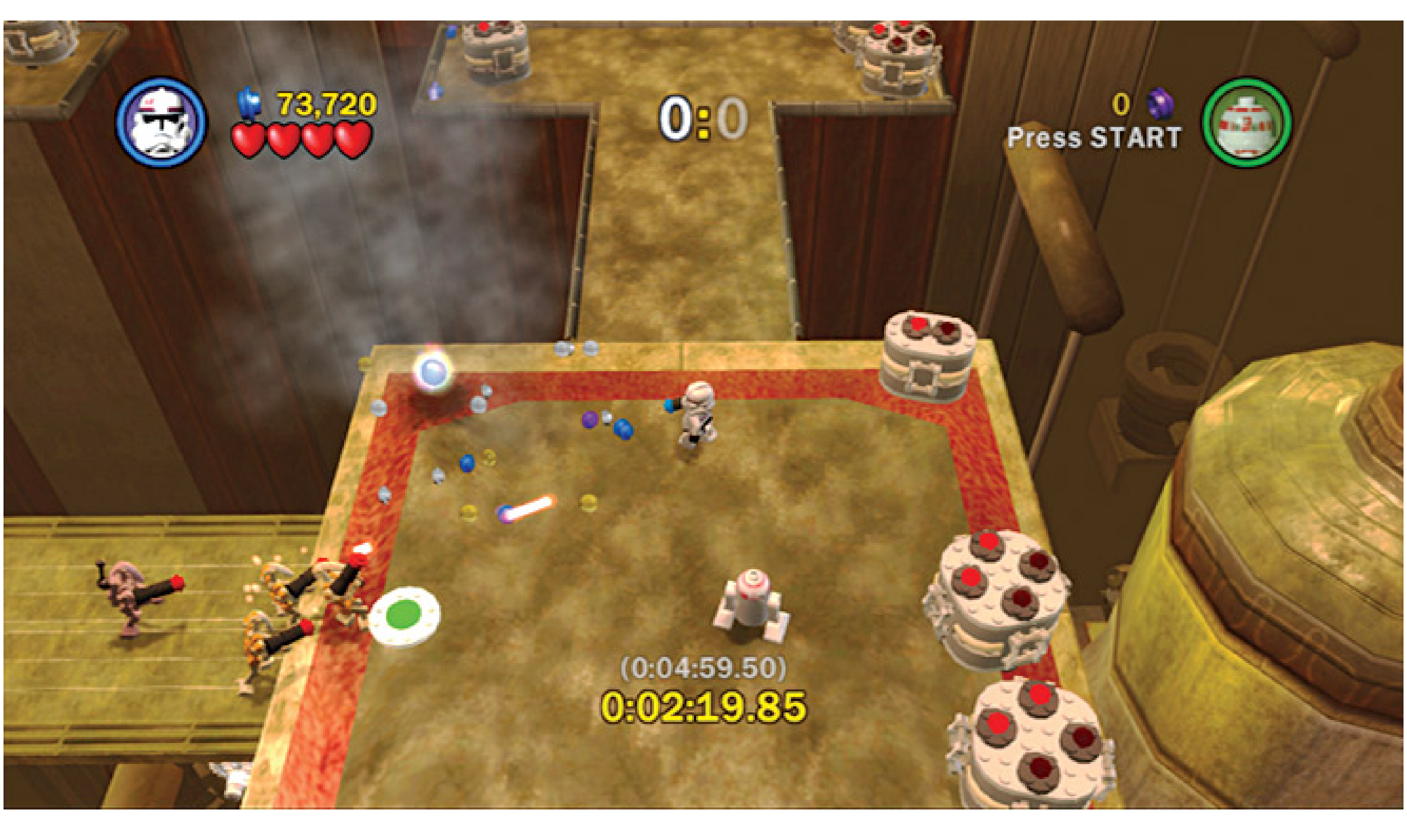
Caution

Don't step on the red floor switch or you will bring in extra enemies.

Note

There is a lot more to this level if you feel like exploring. Step on the red floor switches to bring up more walkways to travel on and follow the paths.

Jump in the giant cauldrons and ride them around to pick up some valuable studs. You can also use thermal detonators to destroy any shiny metal equipment you see lying around.



Smash the top left container to get a valuable power up.

Minikit Bonus (Coruscant)

As the Republic struggles to deal with the Trade Federation threat, and the evil Sith plan to destroy the Jedi, daily life goes on across the galaxy.

On the city planet Coruscant, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil….

You start this adventure on a rooftop high above the planet of Coruscant. You have five minutes to collect one million LEGO studs. This mission is played in a Freeplay mode style so you choose the main vehicle you want to fly.

It is a good idea to use a fast vehicle like the TIE interceptor on this level because of its speed and power. Many enemies are flying around with you, constantly on your tail, so be quick.

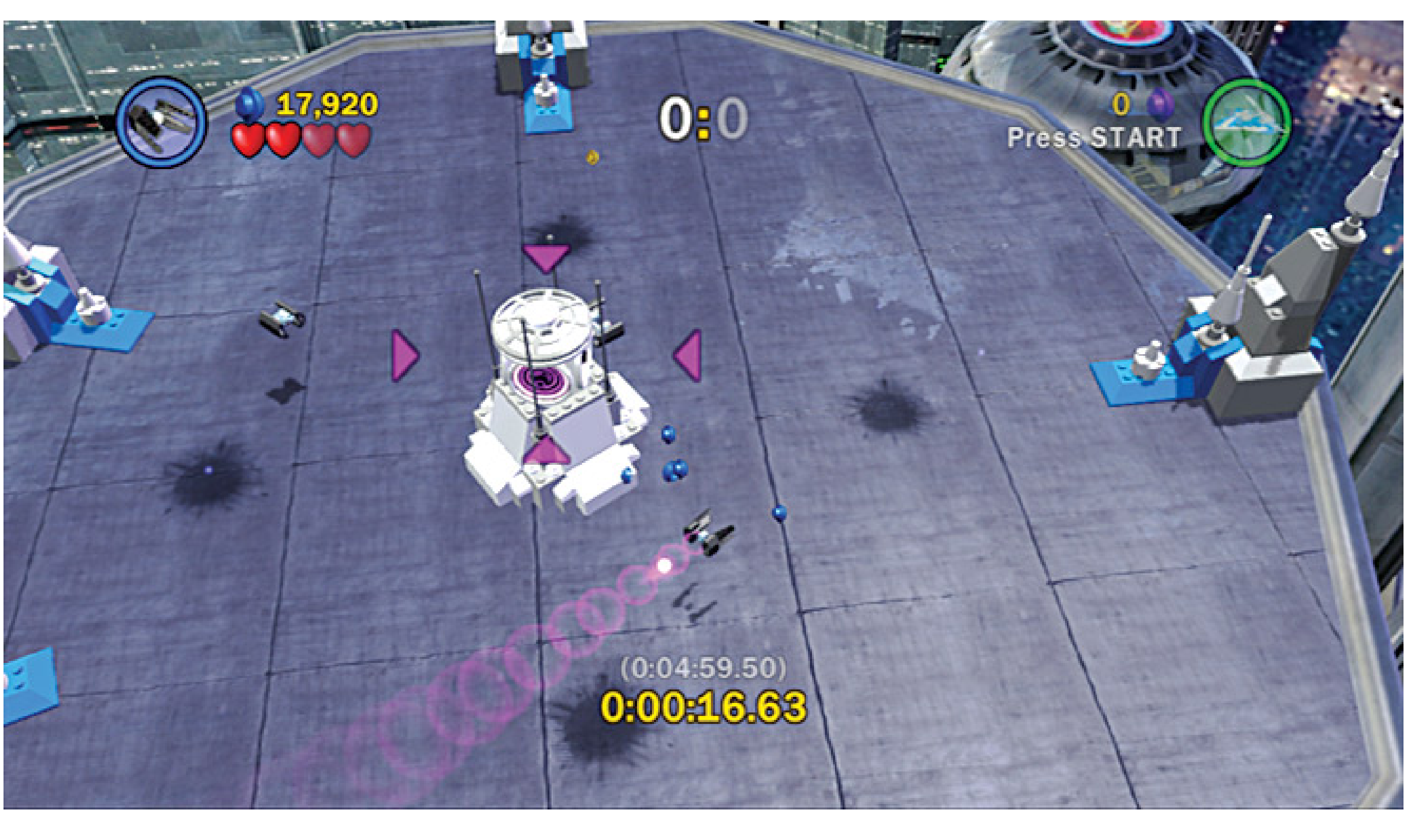
Coruscant is covered with items that drop studs when destroyed, such as the large yellow antennas, red roof vents, signs, and lights.

As soon as you start, follow the rooftop to the south and keep your guns firing to break everything you can in your path. Keep flying all the way to the south until you get to the end of the roof and you see a purple bomb dispenser.

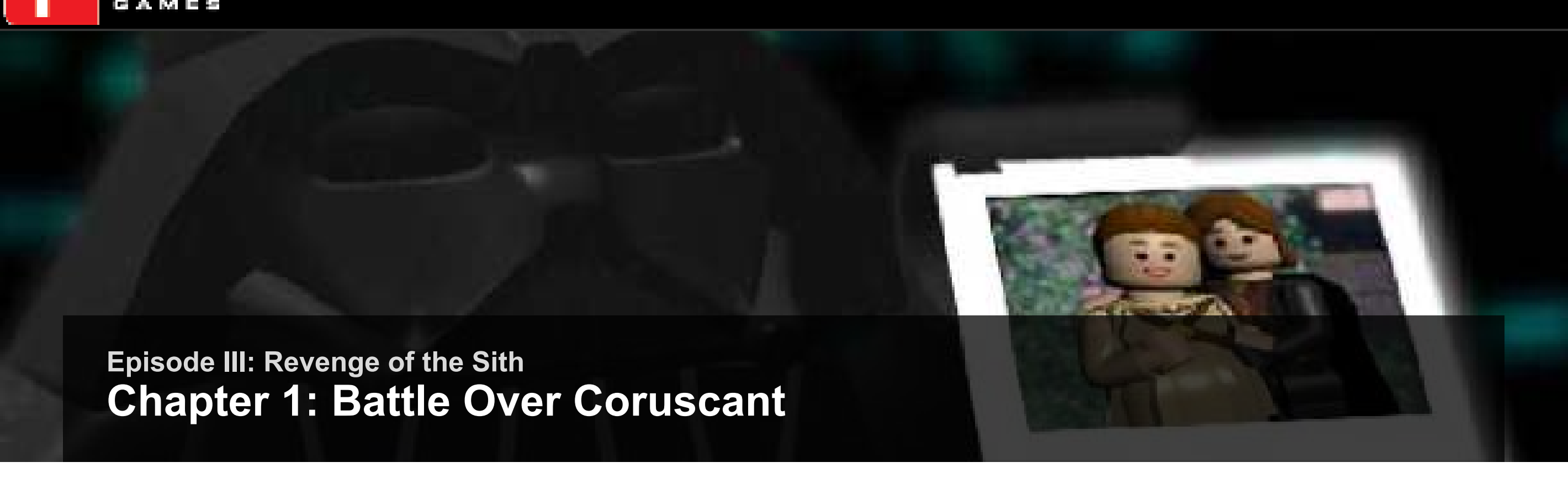
Loop around it to get some bombs, then fly to the right. Fly toward the large container at the center of the circular roof.

When you see a purple reticle appear over it, fire a purple bomb to break it open and collect the valuable goods that spill out. Now circle that small rooftop shooting everything in sight and collect all the studs that spill out.

Shoot the large silver antenna on the right to get a power up to protect you. Continue to circle the roof blasting stuff and collecting studs until you meet your goal.

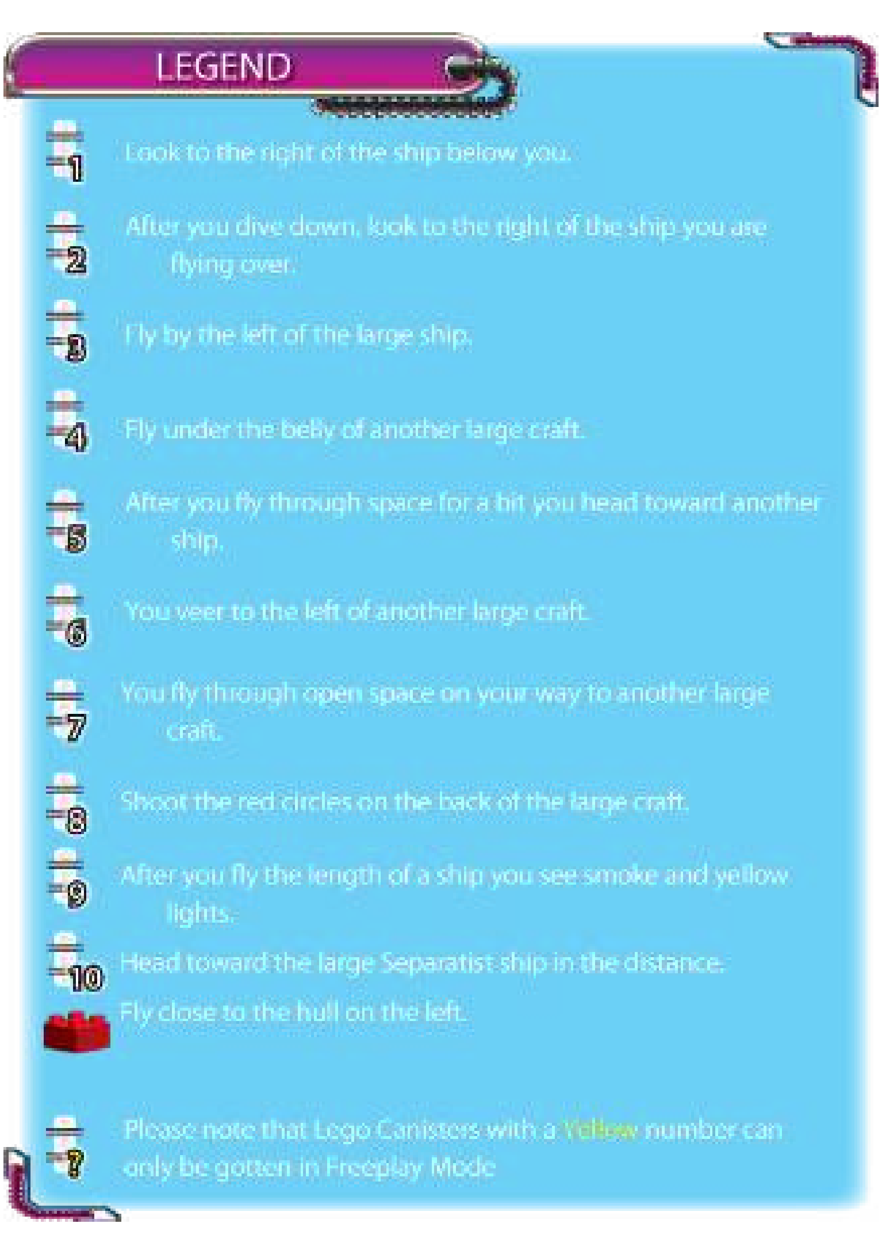


Loop in a circle around the rooftop blasting equipment as you go.



Episode III: Revenge of the Sith

Chapter 1: Battle Over Coruscant



LEGEND

1 Look to the right of the ship below you.
2 After you dive down, look to the right of the ship you are flying over.
3 Fly by the left of the large ship.
4 Fly under the belly of another large craft.
5 After you fly through space for a bit you head toward another ship.
6 You veer to the left of another large craft.
7 You fly through open space on your way to another large craft.
8 Shoot the red circles on the back of the large craft.
9 After you fly the length of a ship you see smoke and yellow lights.
10 Head toward the large Separatist ship in the distance.
Fly close to the hull on the left.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Note

To collect the Challenge canisters for this level follow the same flight path as you did when you collected the LEGO canisters.

Note

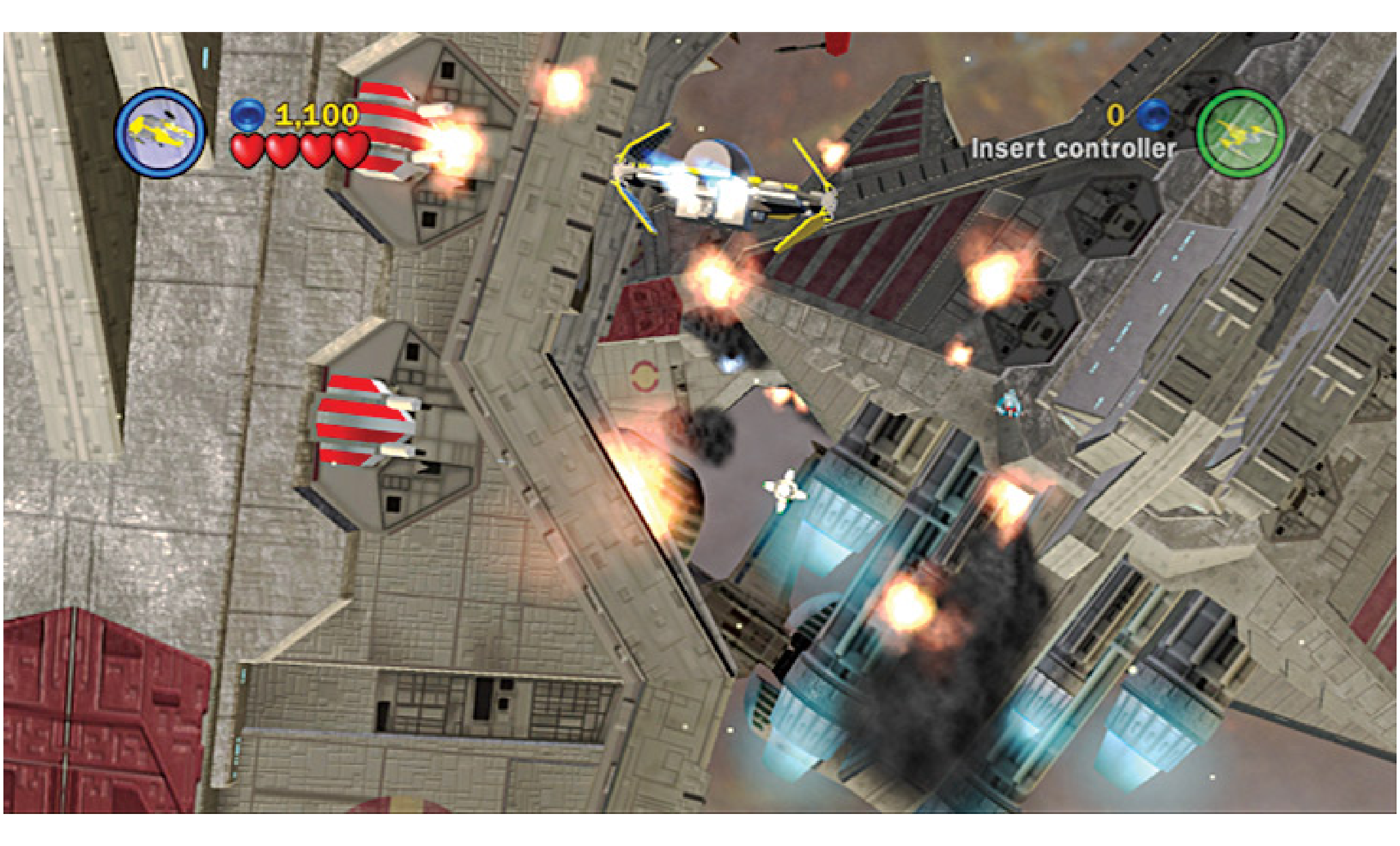
In this flying level, the game takes you where you need to go. You just need to worry about avoiding enemy fire and shooting what needs to be hit.

Note

This level has 10 hidden containers scattered around the area; each contains a LEGO canister.

Shoot the containers or run into them and the canister inside is yours. For this walkthrough, the containers you see will be referred to as LEGO canisters.

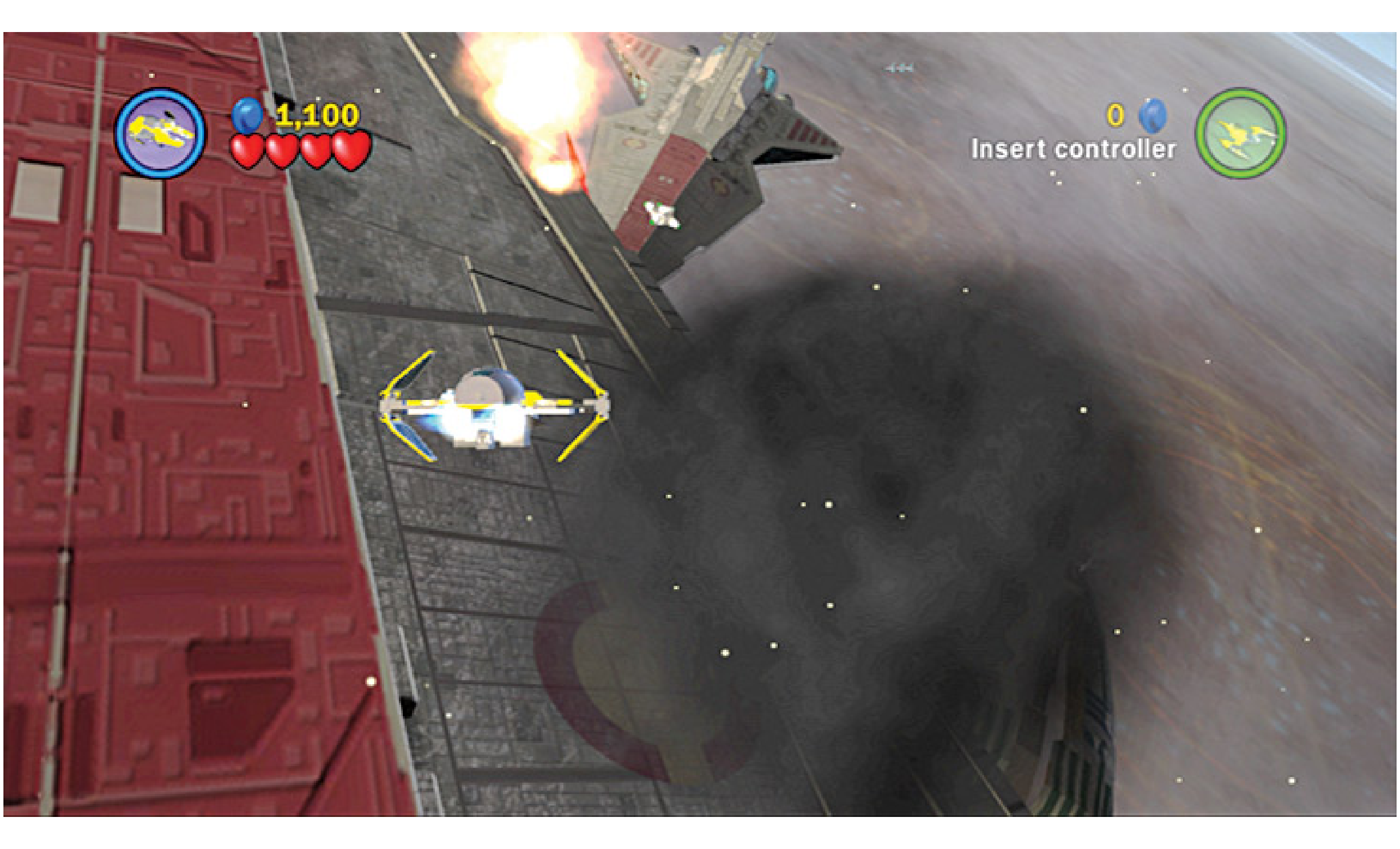
After you start the mission, you fly along the length of a long enemy ship and then dive toward the planet's surface. Shoot the LEGO canister to the right of the ship below you.



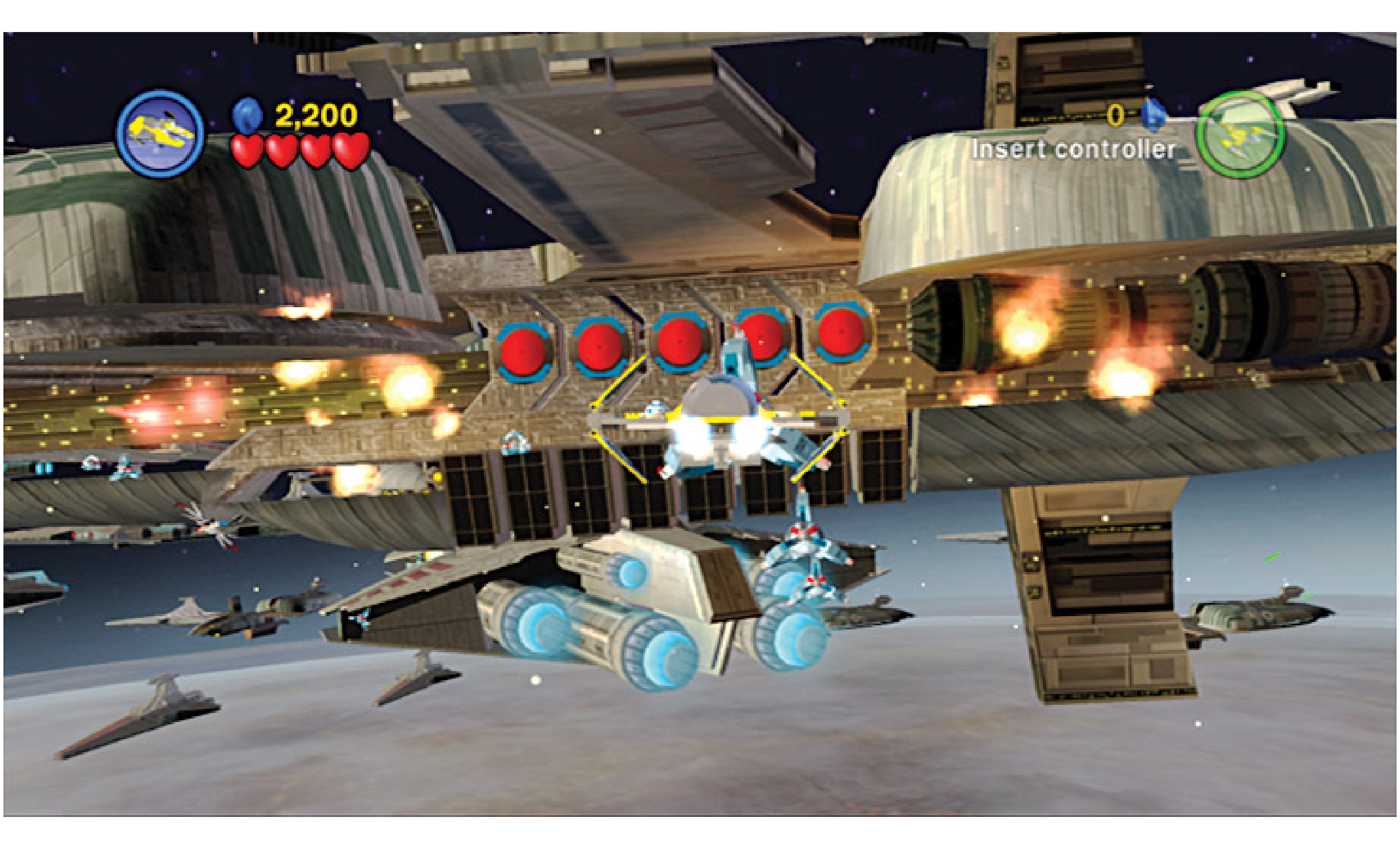
Caution

A space battle is raging all around you. Ships fly by and laser blasts will be directed your way. Move your ship around to avoid enemy fire, and use your own lasers to take out anyone foolish enough to get in your way.

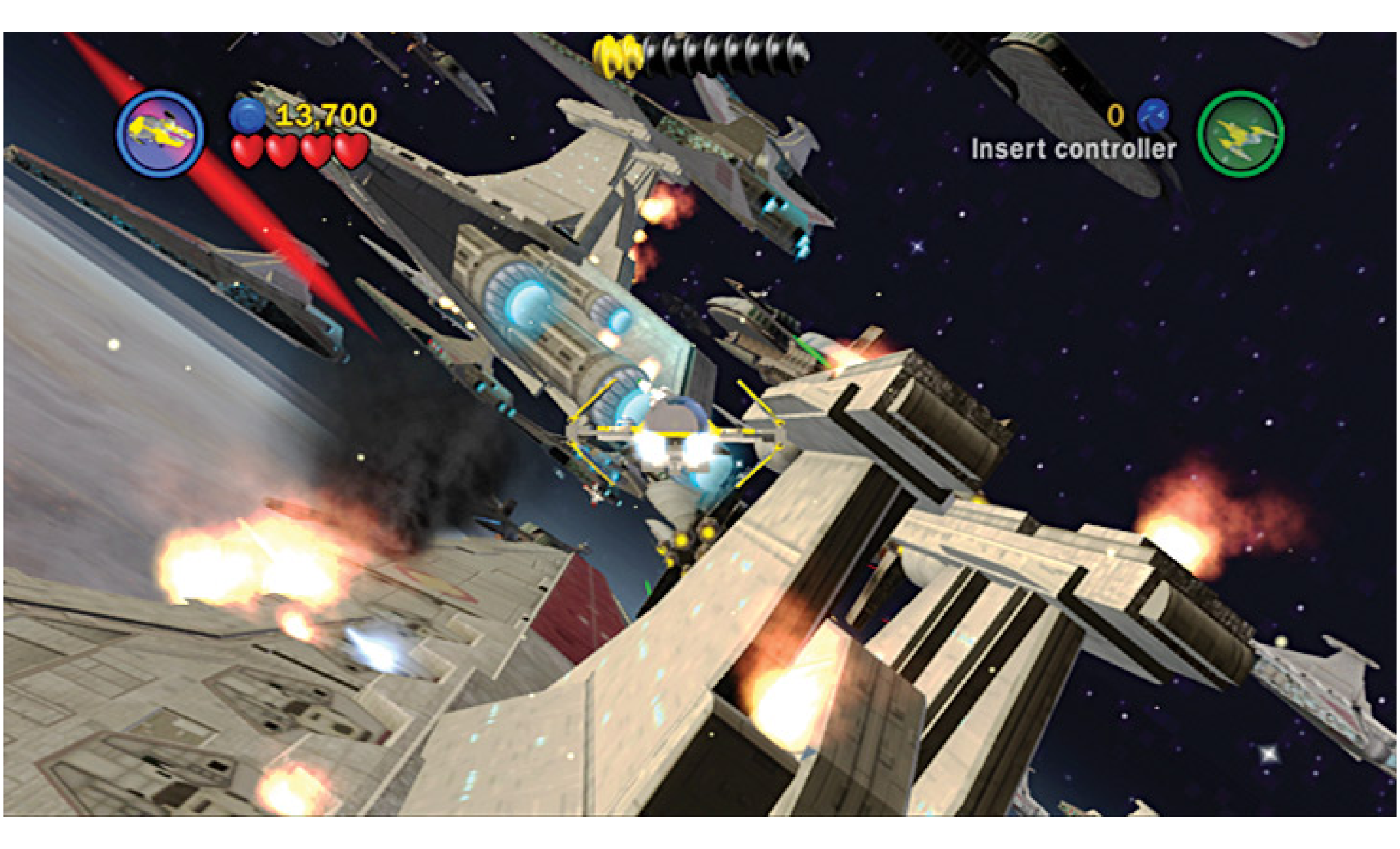
You keep diving down before you start to fly across another large Separatist ship. Shoot the LEGO canister to the ship's right.



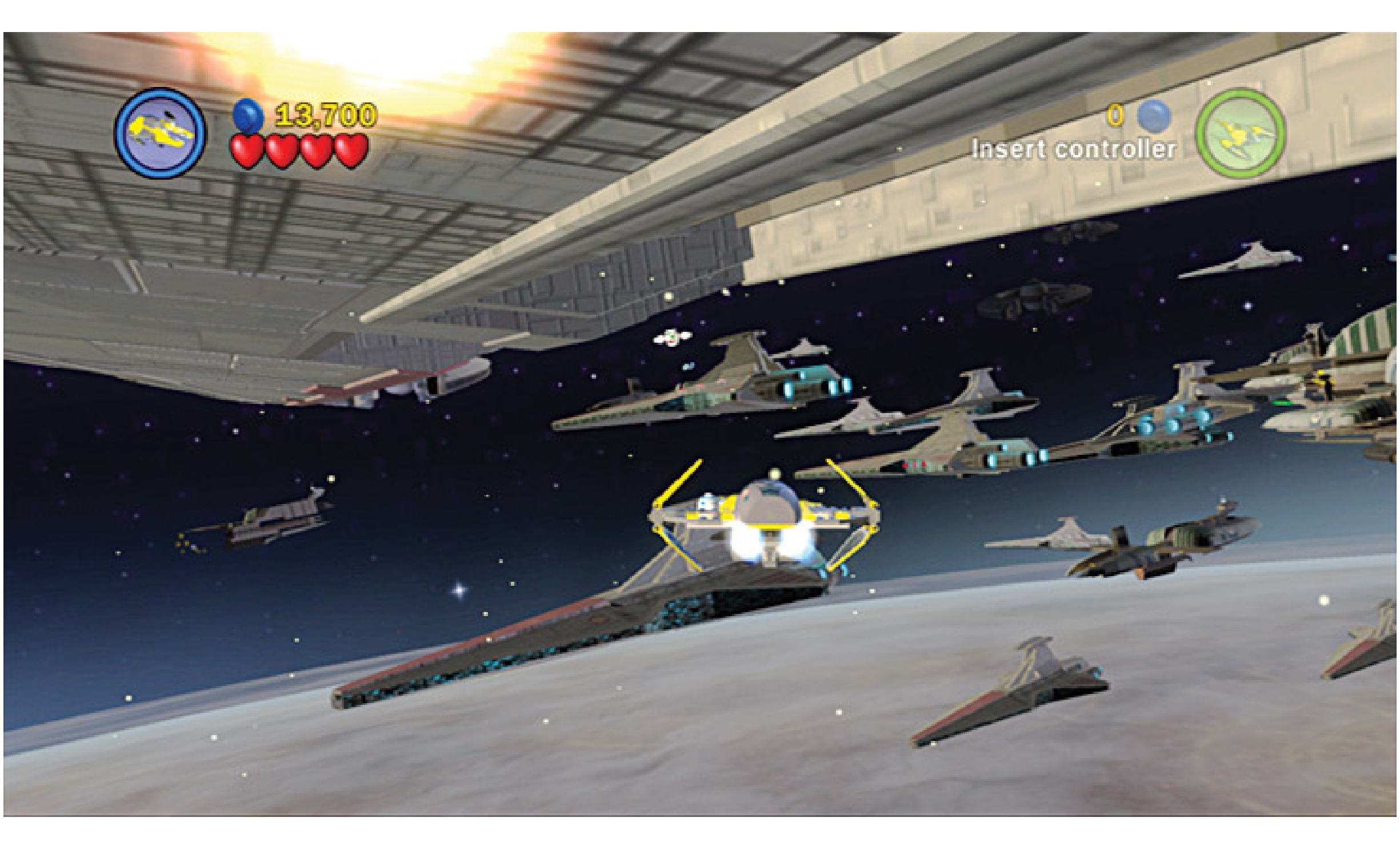
After your ship levels out, you see five red circles on the ship in front of you. Shoot the circles from right to left to break that ship open; fly through it.



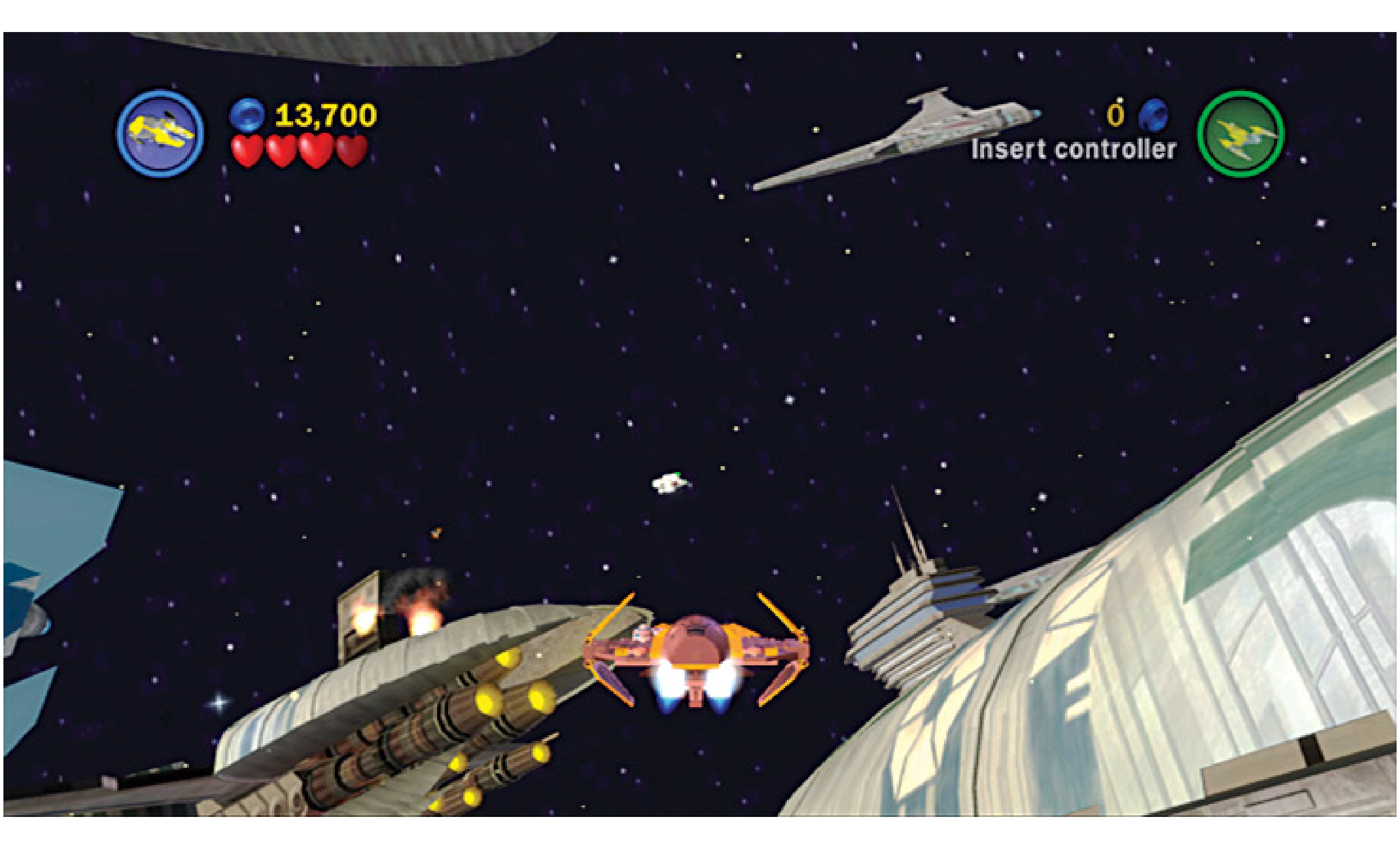
On the ship's other side is the bridge of another long ship. As you fly by its left, take out the LEGO canister floating in space.



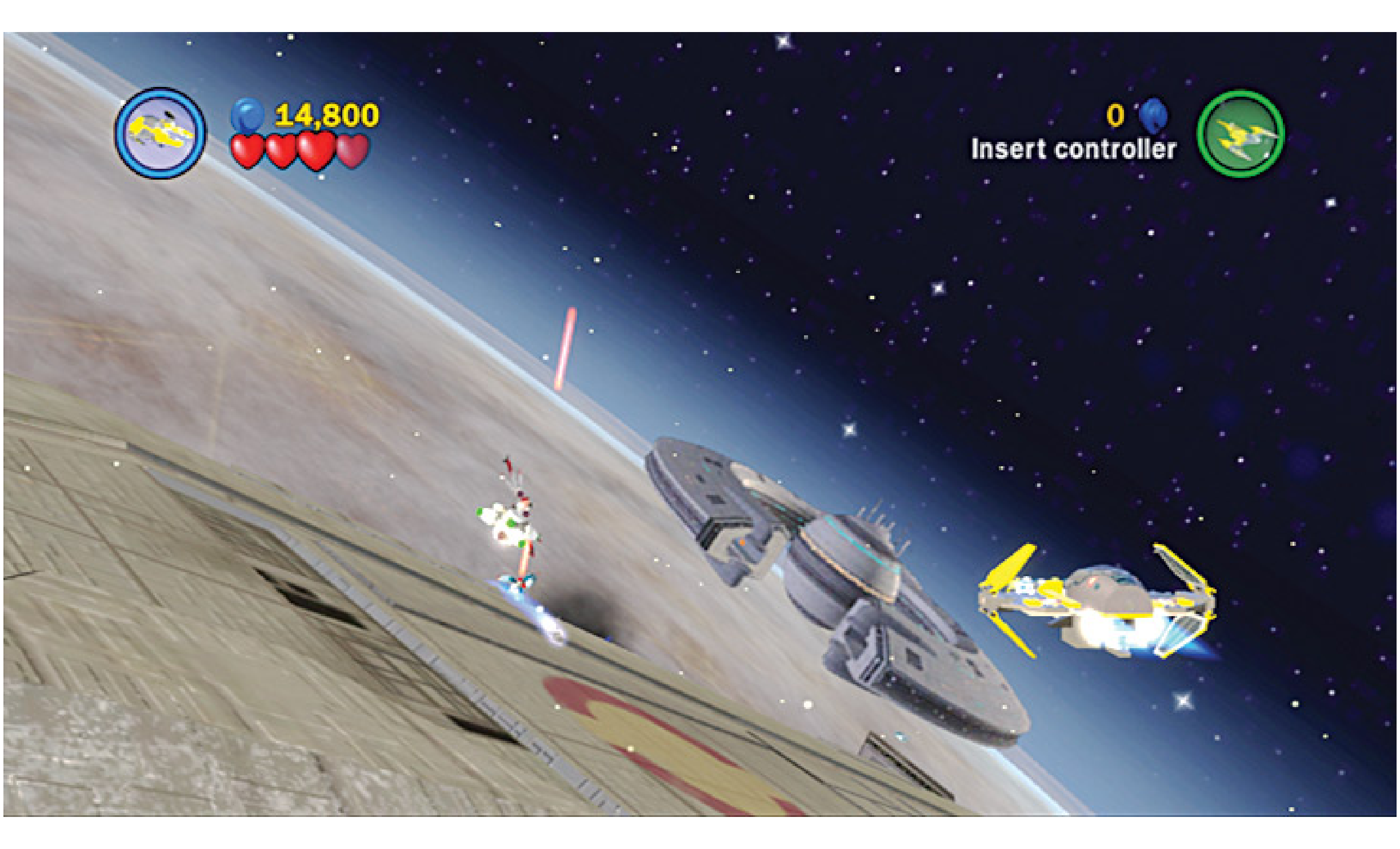
Your path takes you under the belly of another space cruiser and to another LEGO canister.



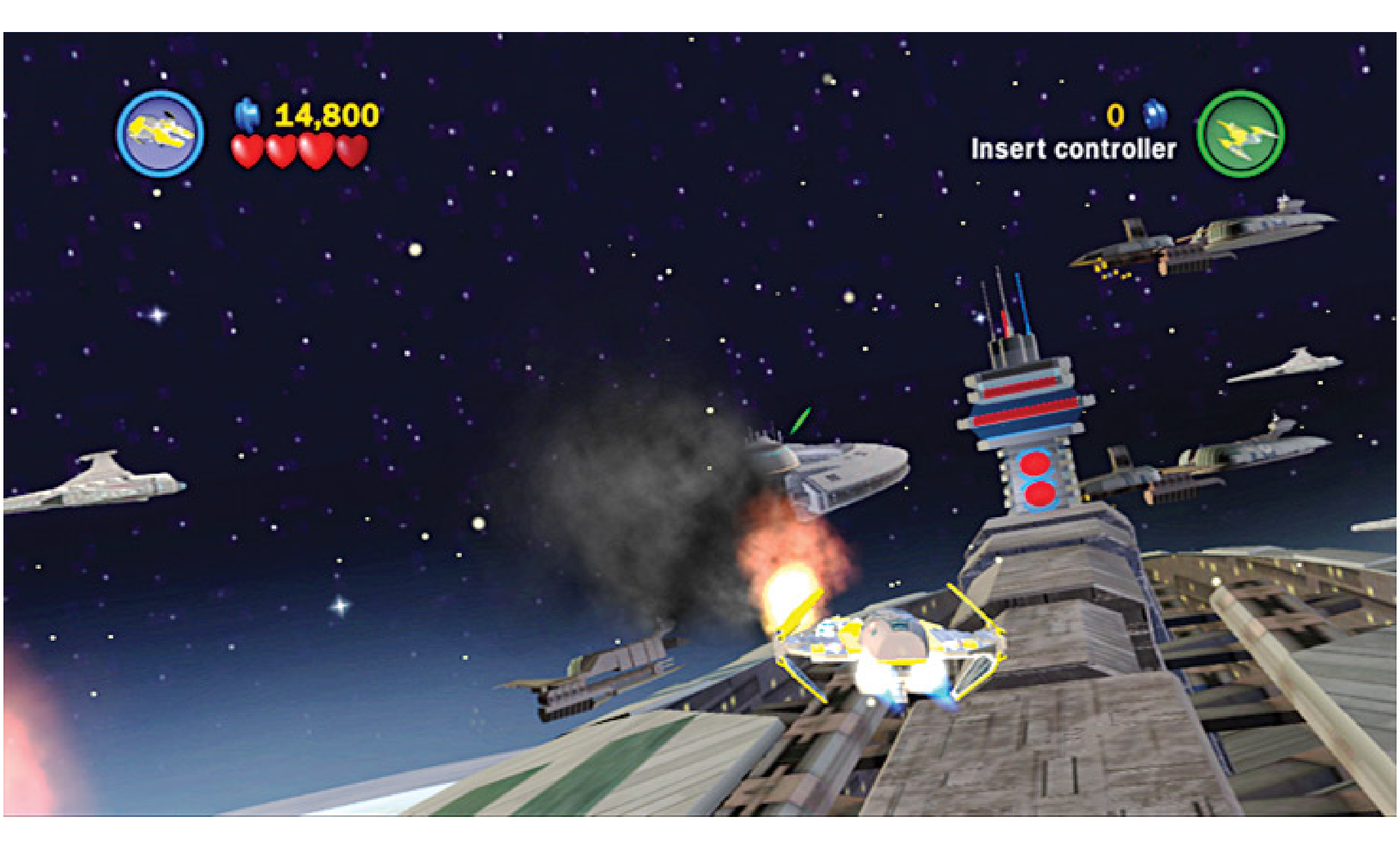
Your flight takes you away from those larger ships for a bit and into more open space. But, as you start to approach the Separatist ships, blast another LEGO canister.



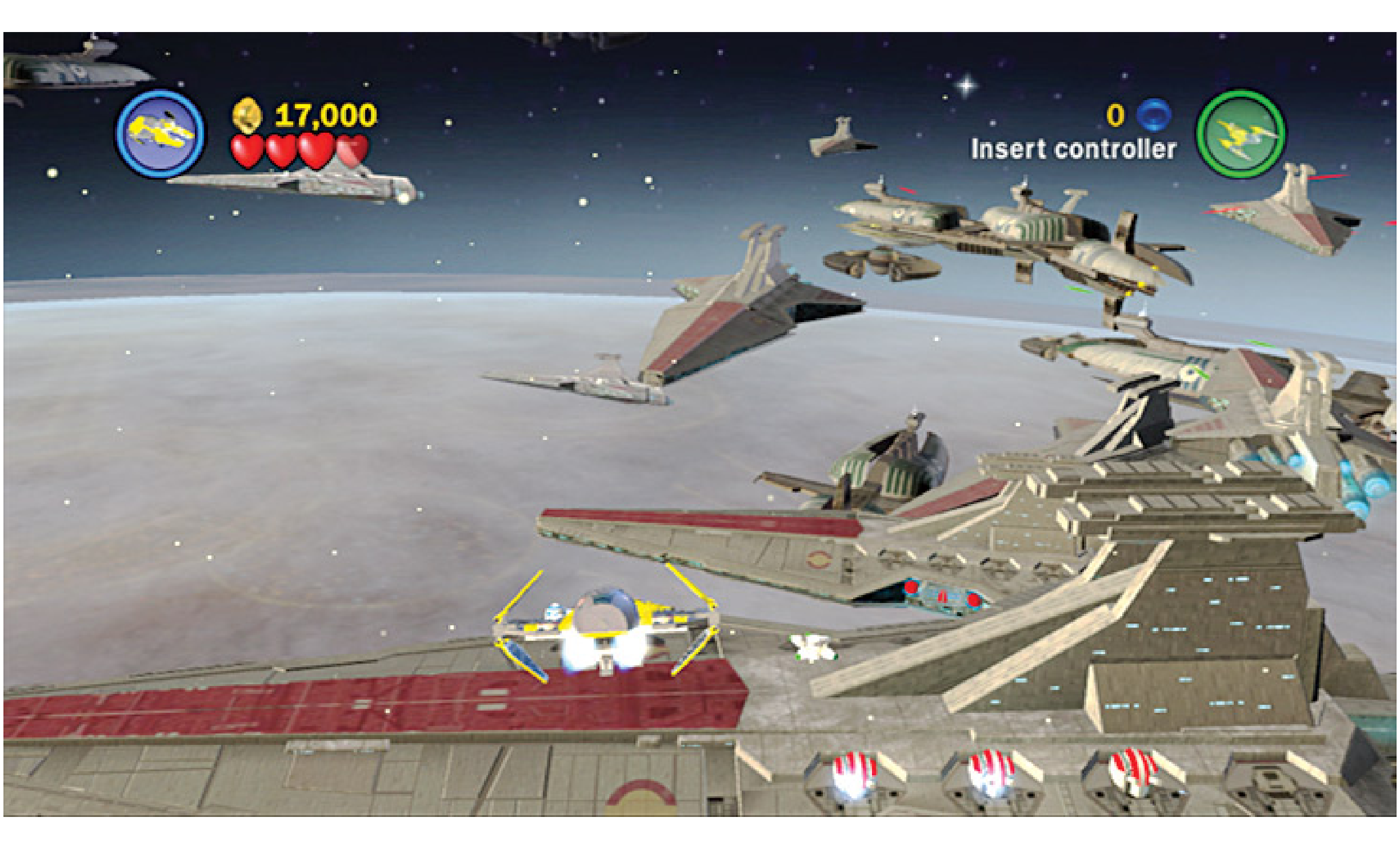
Your flight path takes you around a few more space cruisers before veering to the left. Fly close to the hull of the large ship to get a LEGO canister on the other side.



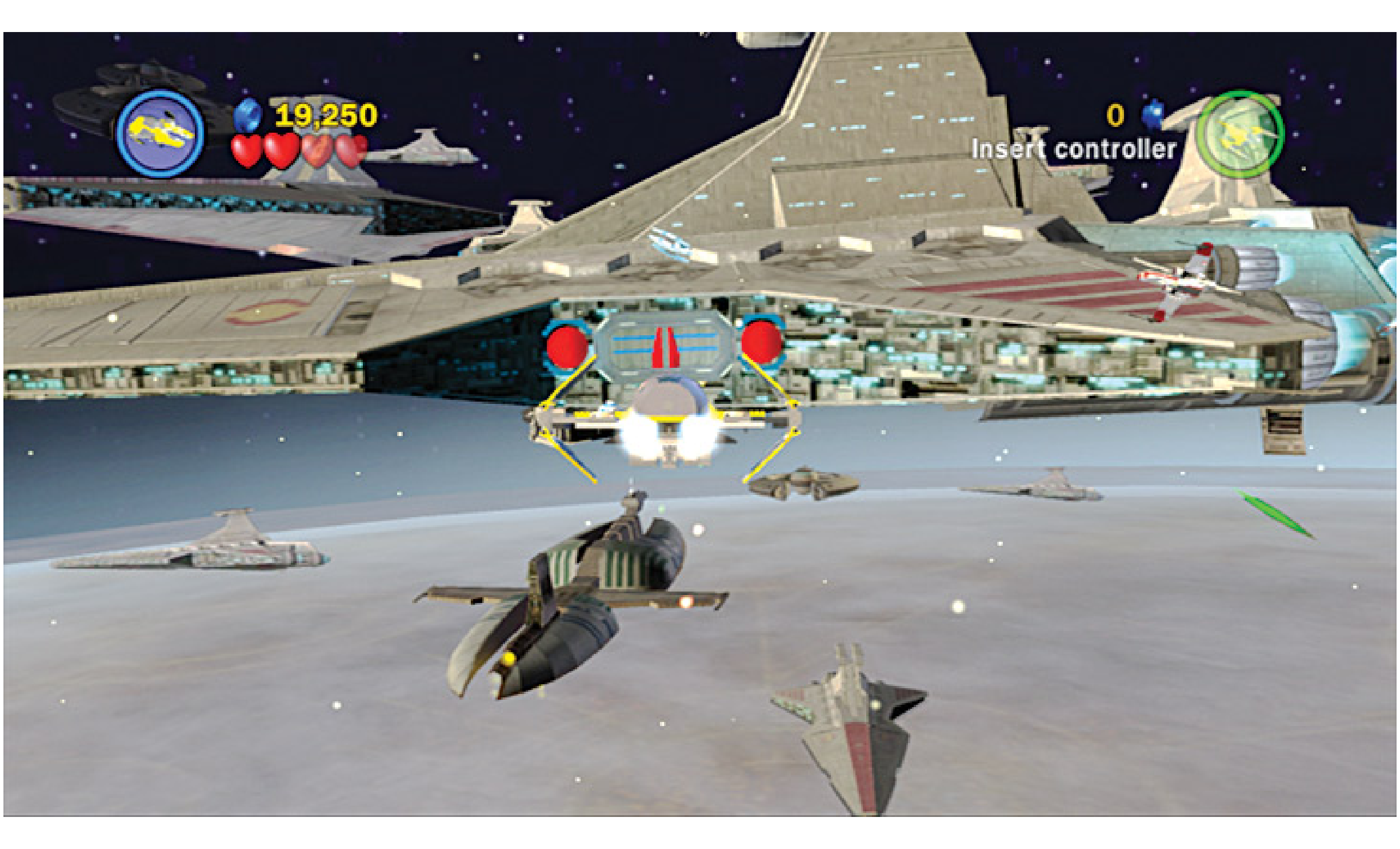
Your little starfighter dips toward the planet's surface, then runs the length of one of the long cruisers. Shoot the red circle on the bridge at the cruiser's end to break it off.



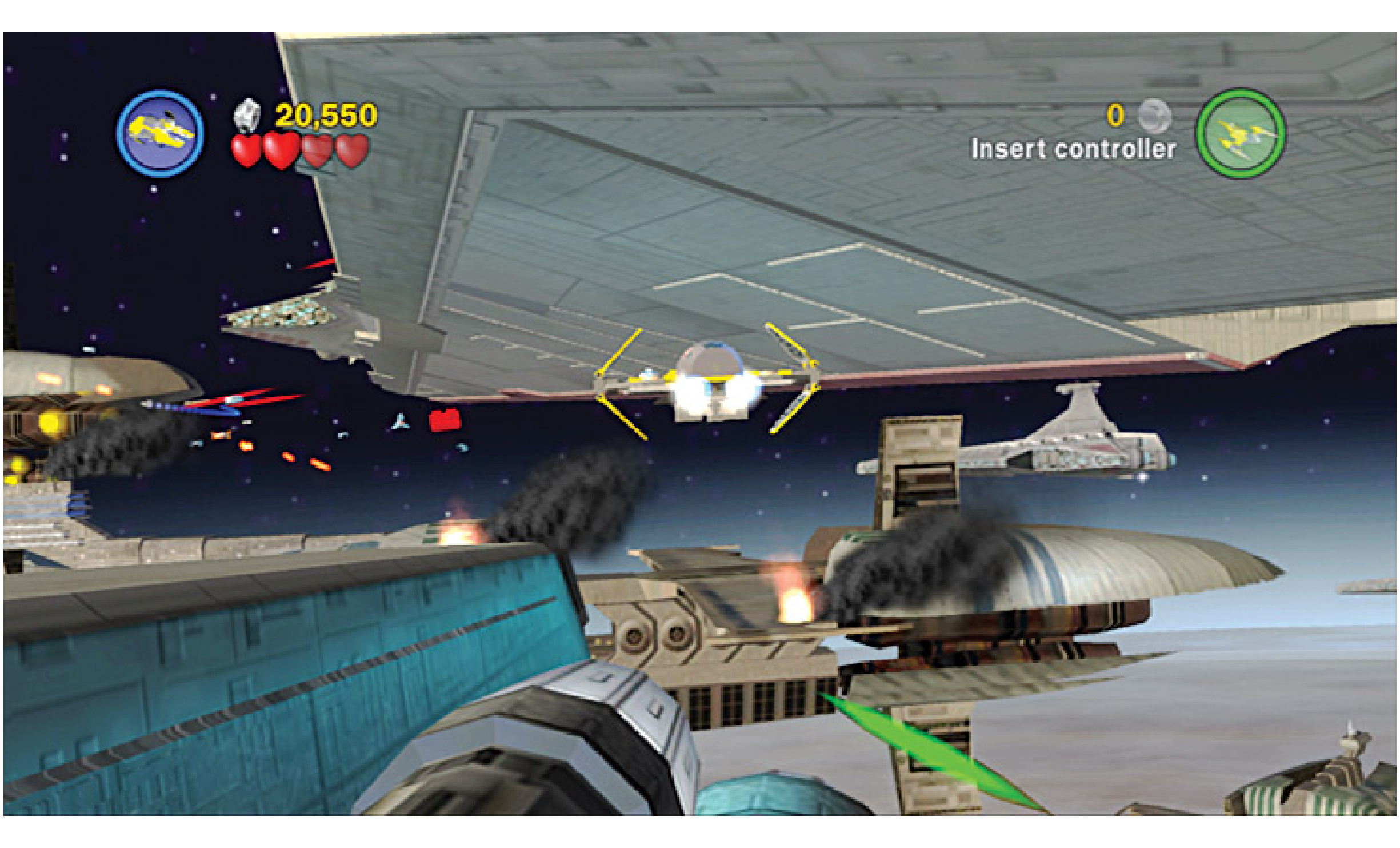
Halfway to the next large Separatist ship, you find another LEGO canister floating out in space.

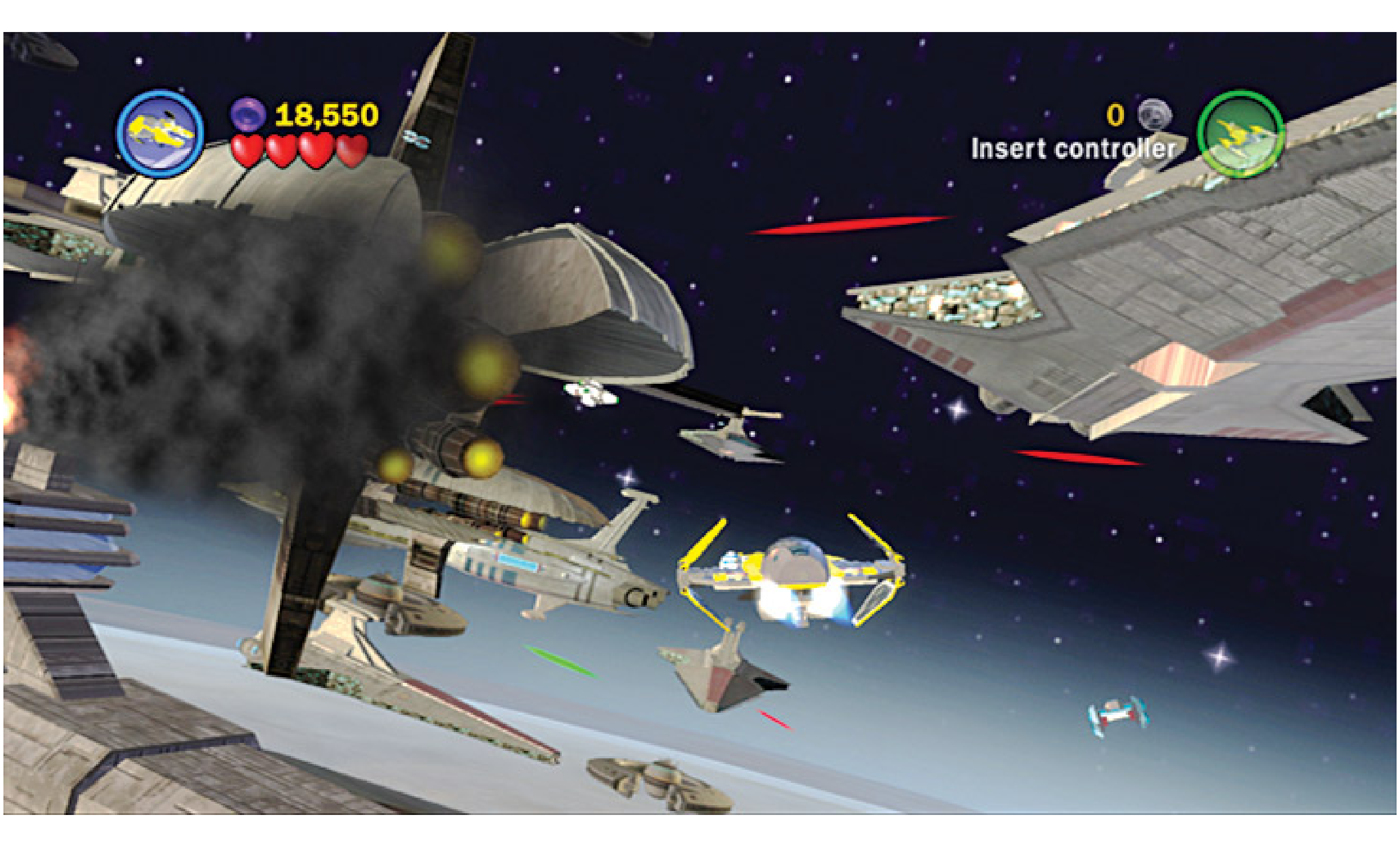


Shoot the red circles on the next ship to open the doors so you can shoot the LEGO canister inside and fly through to the other side.

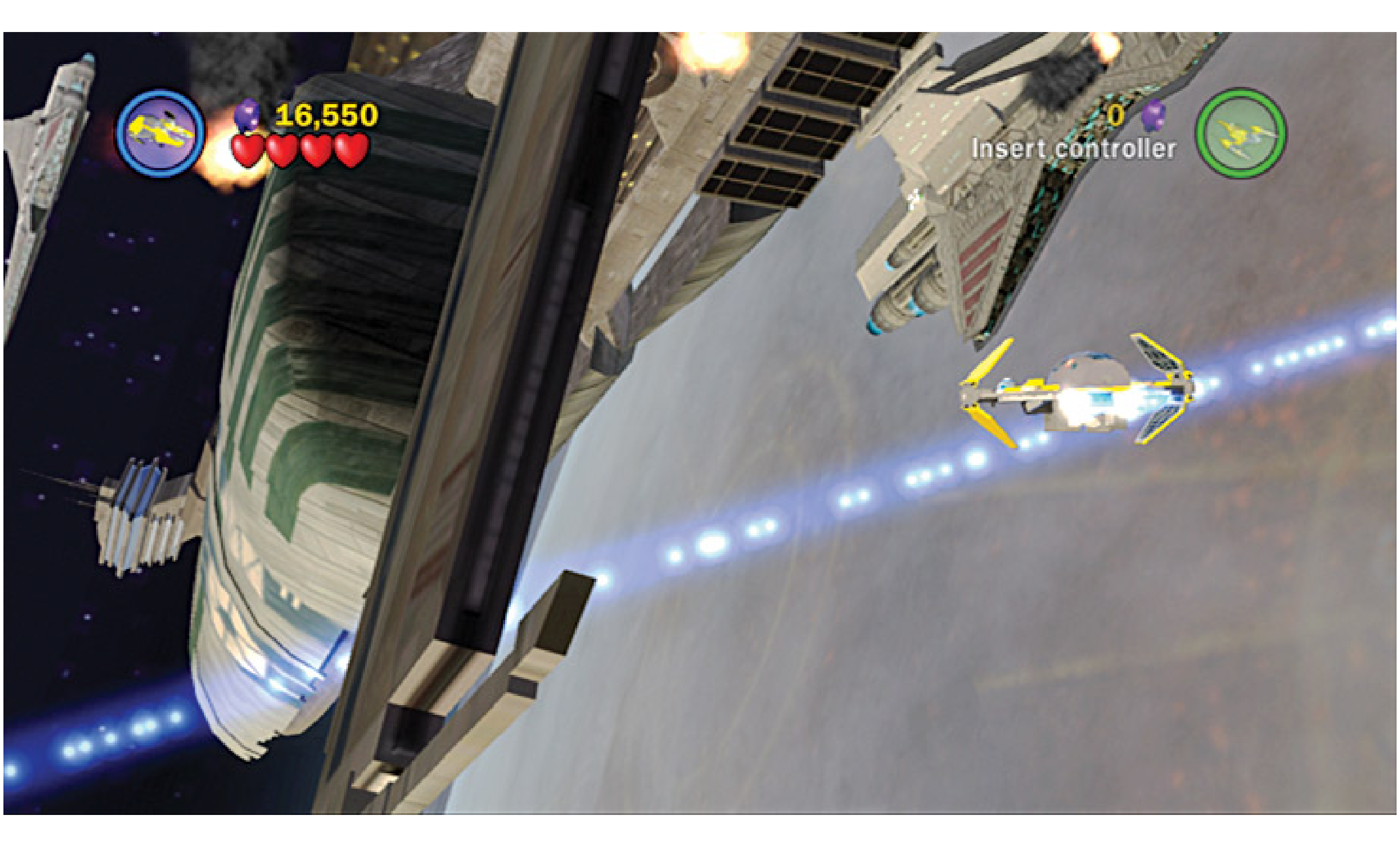


After you exit the ship, you fly over another one. Fly close to the left hull for a red power brick.

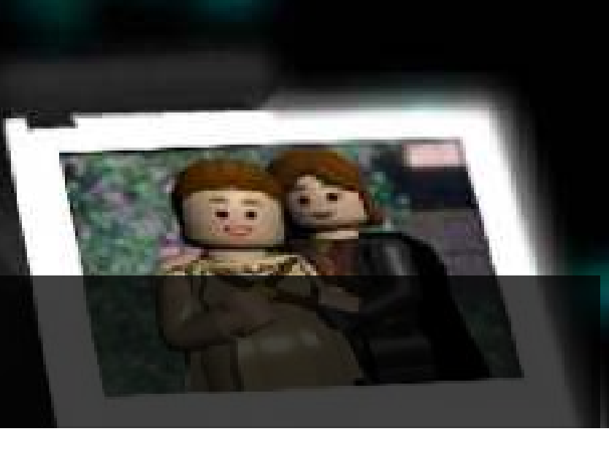




After you fly the length of another enemy ship, you see the smoke and yellow jets of another one. Pick up the LEGO canister right next to it.

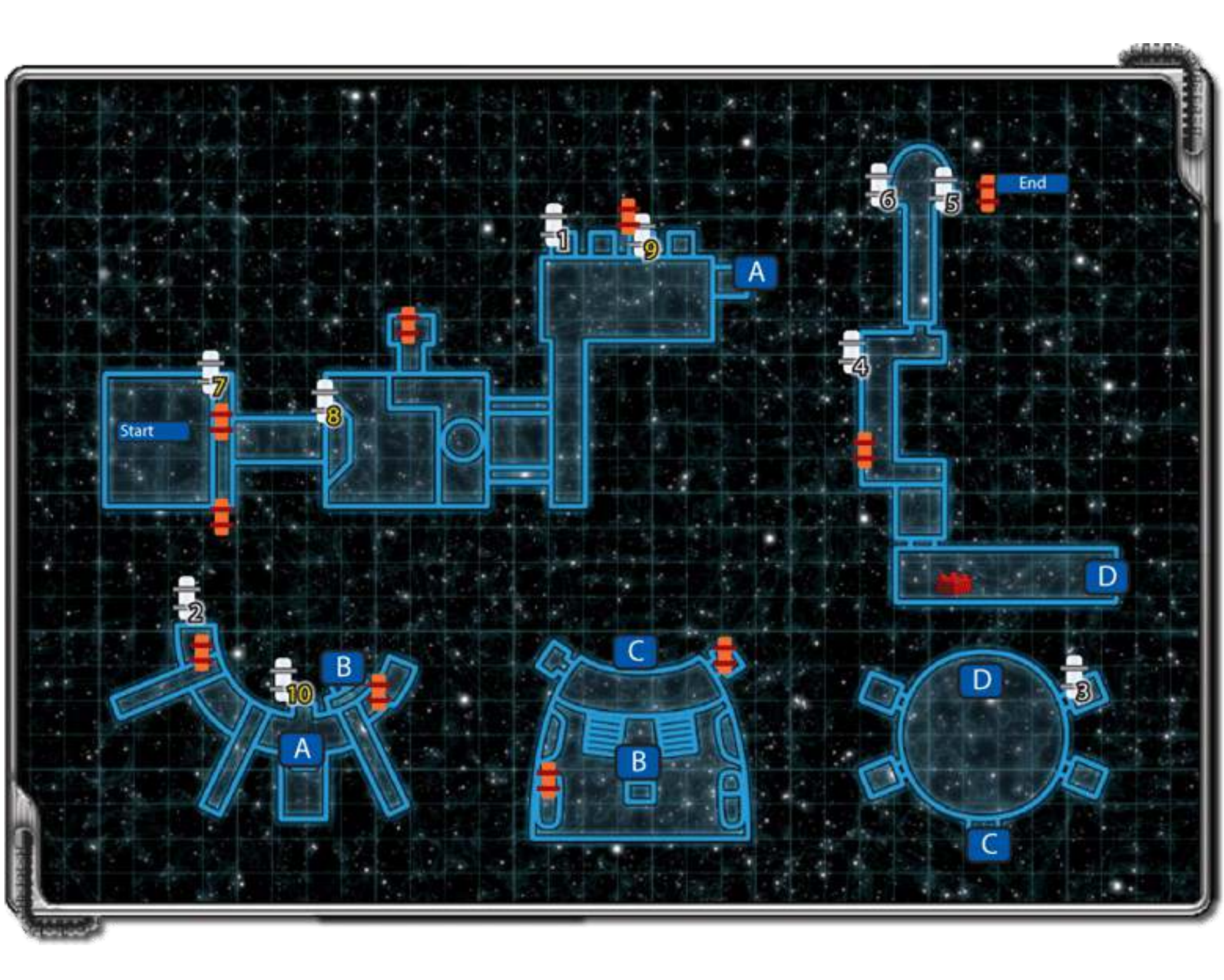


Your flight path takes you around a few more ships until you see one of the large Separatist ships in the distance. As you fly under it, blast the final LEGO canister to add to your collection.



Episode III: Revenge of the Sith

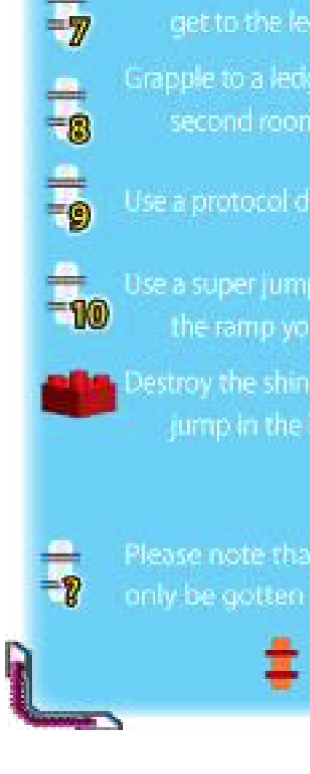
Chapter 2: Chancellor in Peril



LEGEND

- 1 Use R2-D2 to open the first door on the left after you find him.
- 2 Jump along the outer walkway all the way to the left.
- 3 Enter the small room on the right.
- 4 Use the Force to blow up the orange tank against the wall.
- 5 Jump in the air to the right of the control room.
- 6 Jump in the air to the left of the control room.
- 7 Use an ascension gun in the top right corner of the hangar to get to the ledge above.
- 8 Grapple to a ledge above the walkway once you enter the second room.
- 9 Use a protocol droid to open the small door.
- 10 Use a super jump character to get to the cubbyhole above the ramp you used to get into the area.
- Destroy the shiny air vent with a thermal detonator, then jump in the hole that was underneath.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

Flying those starships out in space was dangerous business. You could have been killed.

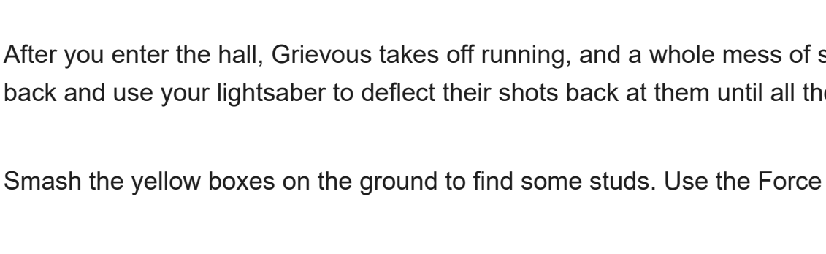


The landing in Dooku's hangar wasn't any safer, thanks to Anakin and his erratic behavior. Hopefully you can find Palpatine without too much trouble.

Use the Force on the two vehicles to find some valuable studs. Next, smash the yellow box in the hangar's middle for more valuables.

Before you run down the hallway in front of you, use the Force on the secret compartments to the left and right of the hallway entrance. Collect all the good stuff that spills out.

Freeplay Area



In the corner to the hall's right is a red circle on the ground. Switch to a character who can grapple, such as Queen Amidala, to reach the ledge above. Collect the LEGO canister and all the studs before returning to the floor below.

After you enter the hall, Grievous takes off running, and a whole mess of security battle droids come out to stop you. Stay back and use your lightsaber to deflect their shots back at them until all the droids are junk.

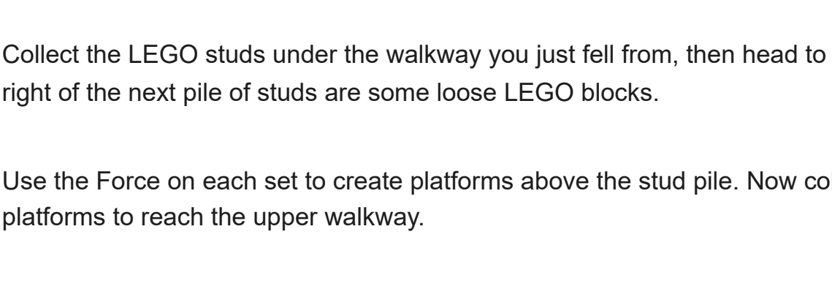
Smash the yellow boxes on the ground to find some studs. Use the Force on the red levers to reveal hidden loot.

Use the Force on the blue levers to open an overhead compartment near the hall's end, spilling studs. The door at the end is closed, so use the Force on it to bust it open and continue.

Use the Force on the levers at the start of the new hallway and collect all the studs that spill to the ground. More droid guards try to stop you as you head forward. Use your lightsaber again to make short work of them.

Pull two more levers in the hallway, then fall to the area at the end. Use your lightsaber to deflect more enemy shots back at the shooters. The super battle droids take a few extra hits, but they eventually crumple just like the others.

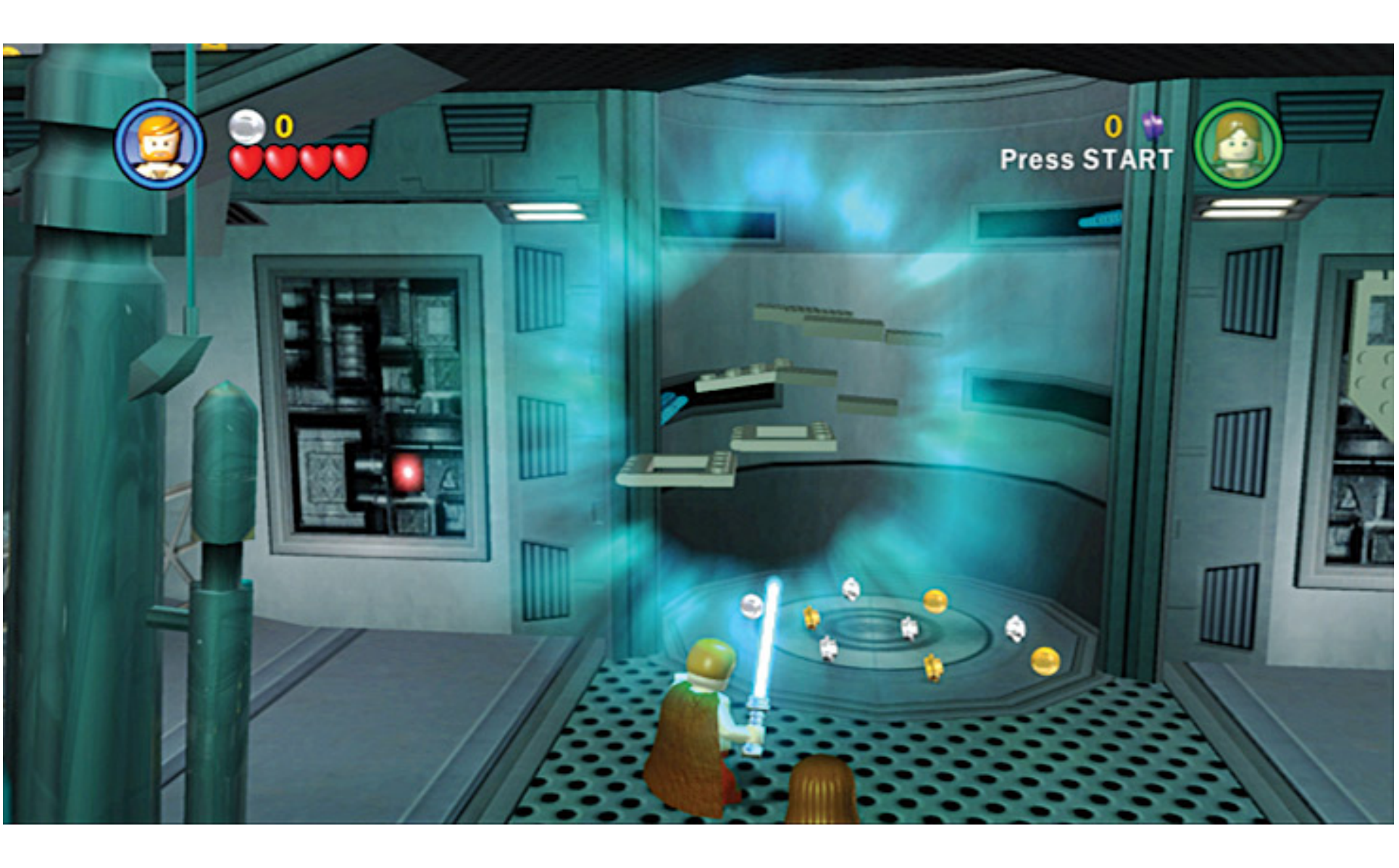
Freeplay Area



Before you drop off the ledge in the second room, use your ascension gun to get to the ledge above for a LEGO canister.

Collect the LEGO studs under the walkway you just fell from, then head to the room's other side. On the walls to the left and right of the next pile of studs are some loose LEGO blocks.

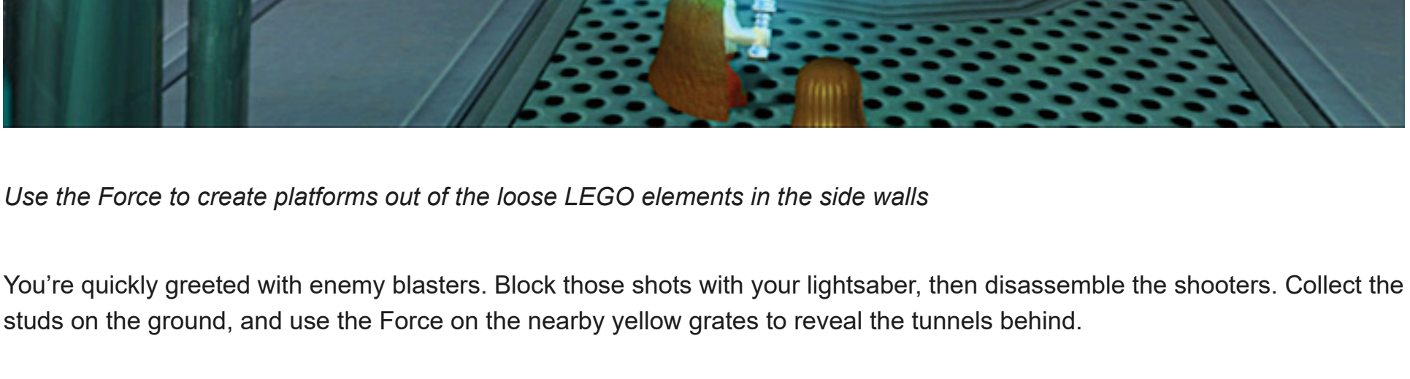
Use the Force on each set to create platforms above the stud pile. Now collect the studs and jump up the newly created platforms to reach the upper walkway.



Use the Force to create platforms out of the loose LEGO elements in the side walls

You're quickly greeted with enemy blasters. Block those shots with your lightsaber, then disassemble the shooters. Collect the studs on the ground, and use the Force on the nearby yellow grates to reveal the tunnels behind.

Before you go that way, follow the walkway as it curves around to the right; drop the droideka at the end. Run into the room it was guarding and use the Force on the equipment at the end to get some major loot.



Don't forget the hard-to-see LEGO canister on top of the equipment.

Backtrack along the walkway and head through one of those tunnels you exposed. It doesn't matter which one you choose; they both head to the same place.

Unfortunately, that place is crawling with battle droids and droidekas, so get ready for a fight. Deflect all the enemy shots back at the shooters until the hallway is clear.

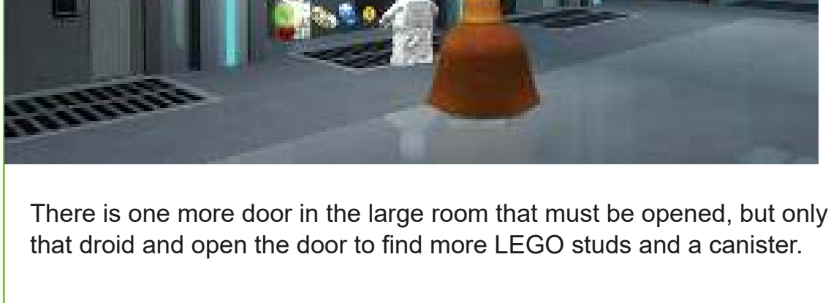
Run into the next room, and two more large squads of battle droids greet you. Use your weapon to take out these fools the same as the last. After the last one is turned into broken parts, R2-D2 comes out of his hiding place to join you.

It's time to use your new friend. Use R2-D2 to open the door to the left of his hiding spot. There you find a small room that has LEGO studs and a LEGO canister. Have R2-D2 open the last door on the right.

Now, as one of the Jedi, use the Force to move the equipment from that small room to the room in the right wall.

Grab the studs along the right wall, then use the Force on the equipment you just moved to create a huge explosion and cause a ramp to fall down ahead.

Freeplay Area



There is one more door in the large room that must be opened, but only a protocol droid like TC-14 can do it. Switch to that droid and open the door to find more LEGO studs and a canister.

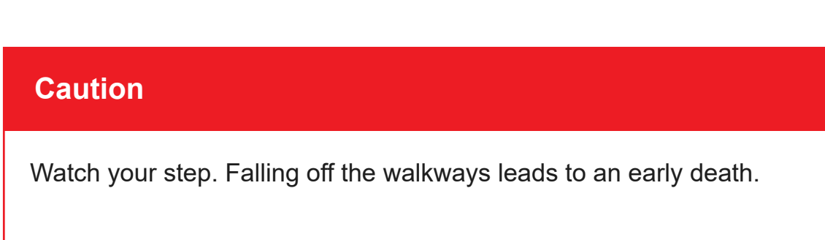
Head up the ramp you just created and block the laser blasts from the two droids you find. Break them into pieces and jump on the raised walkway to the left. From there, double jump along the wall to grab a blue stud floating in the air.

Pick up the lesser studs on the ground as you head left. Run until the walkway ends and grab the LEGO canister before heading back to the ramp's top.

Caution

Watch your step. Falling off the walkways leads to an early death.

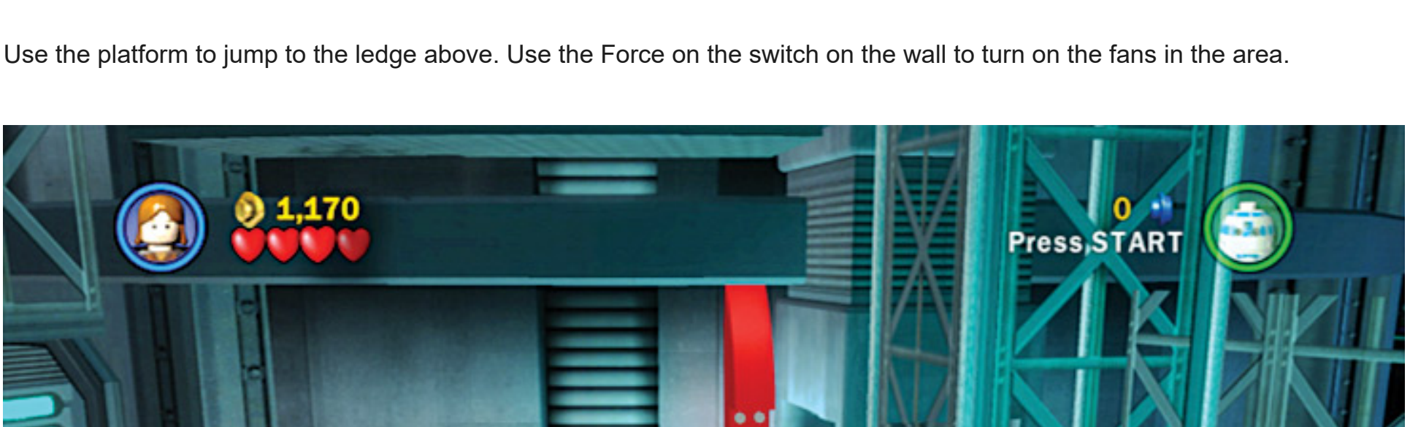
Freeplay Area



Jump up to one of the sides of the ramp. From there, use Jar Jar to reach the alcove in the wall behind you. Pocket the valuable LEGO canister. You can also use a small character to enter a wall chute down the walkway to the right to reach this area.

Now it's time to check out what's on the area's right side. Collect the studs on the walkway and use the Force on the loose LEGO in the wall to create a platform nearby.

Use the platform to jump to the ledge above. Use the Force on the switch on the wall to turn on the fans in the area.



After you use the Force to turn on the fans, everyone can ride the breeze to the top walkway.

Step to the right and a blast of air carries you to a walkway above. Use your lightsaber to put the droideka down, and grab the studs around you. Use R2-D2 to access the lock on the wall and run through the door that opens to the left.

You finally found Chancellor Palpatine—and Count Dooku and his droids! Before you have time to free Palpatine, Dooku charges you.

Block his lightsaber hits, then use your double jump attack to land on his head and take away some of his health.When he blasts you with electricity, switch to your other character and attack.

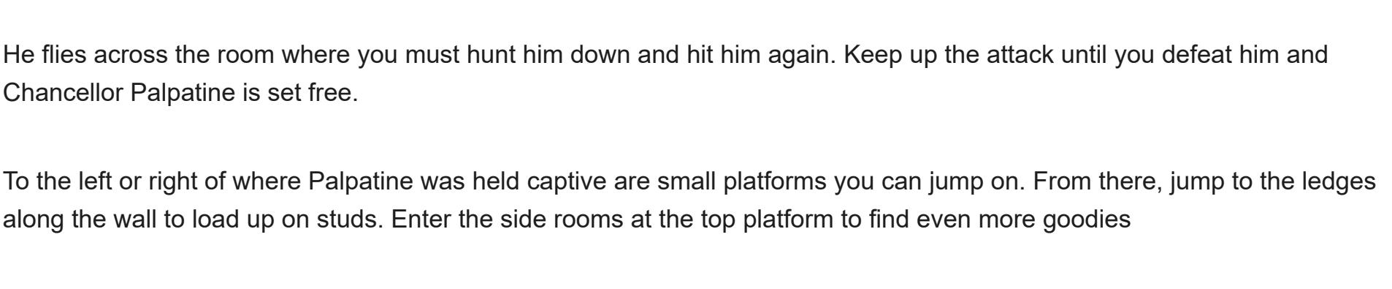
He can't take it and flips away to the room's other side, leaving his droids to deal with you. Deflect their shots back at them until none are left standing.

Without any droids to interfere, scour the bottom area for studs. Use the Force to blow up the small pieces of equipment lying around the area, leaving behind more studs.

After the bottom area is stud-free, run up the center stairs to confront Dooku again and grab the power up on the ground. Let him charge in, then get him with another double jump attack.

He flies across the room where you must hunt him down and hit him again. Keep up the attack until you defeat him and Chancellor Palpatine is set free.

To the left or right of where Palpatine was held captive are small platforms you can jump on. From there, jump to the ledges along the wall to load up on studs. Enter the side rooms at the top platform to find even more goodies

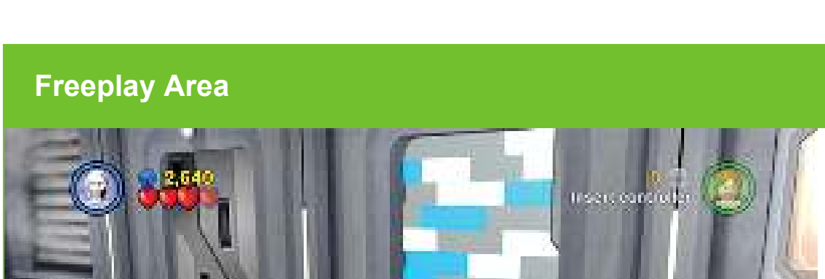


Use the small posts on the room's side to reach the ledges loaded with studs.

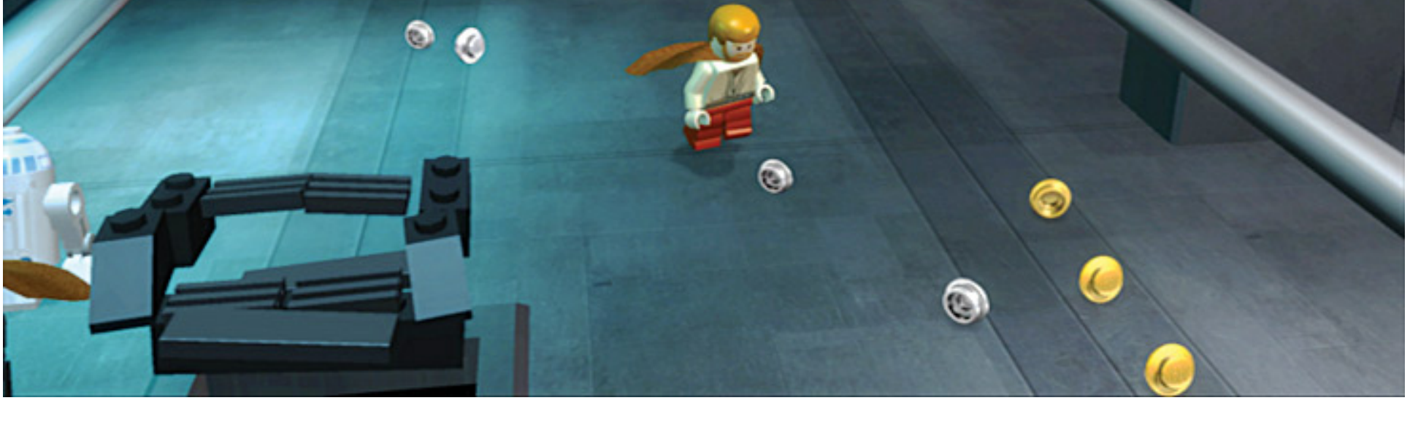
Run into the room at the top of the stairs and collect the studs on the ground. Use the Force to detonate the box in the room for some treasure, then have R2-D2 unlock the door in the left wall.

Collect the valuables, then head into the unlocked door on the room's other side for a LEGO canister.

Freeplay Area



The room still has two locked doors that only your protocol droid can open. Once you open the door on the right, smash the LEGOs inside for some valuables. Open the door on the left and you are greeted with an indestructible brick wall.



Follow the studs. They'll lead you to safety.

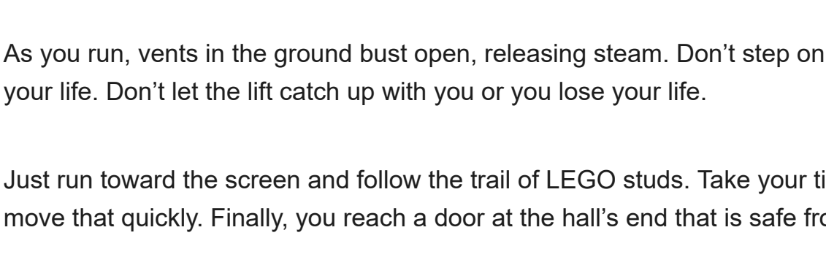
With the room clean, head through the door at the room's end. As the damaged cruiser tumbles onto its side, you're forced to run up a lift shaft, pursued by the rising lift; run for it!

As you run, vents in the ground bust open, releasing steam. Don't step on the vents or you get pushed to the ceiling and lose your life. Don't let the lift catch up with you or you lose your life.

Just run toward the screen and follow the trail of LEGO studs. Take your time as you run because the wall behind you doesn't move that quickly. Finally, you reach a door at the hall's end that is safe from the moving wall.

Use R2-D2 to activate the switch on the wall, and the movable wall that was pushing you forward moves back to its original position. Backtrack and collect any studs that you missed.

Freeplay Area



One of the air vents has a shiny metal cover. Use a thermal detonator to blow it open. Jump inside the hole left behind for a red power brick.

Follow the next hallway, collecting studs until you reach the next room and a sharp drop-off. Use a ledge along the wall to cross to the other side. Use the Force on the first two yellow knobs you find to release some studs in front of you.

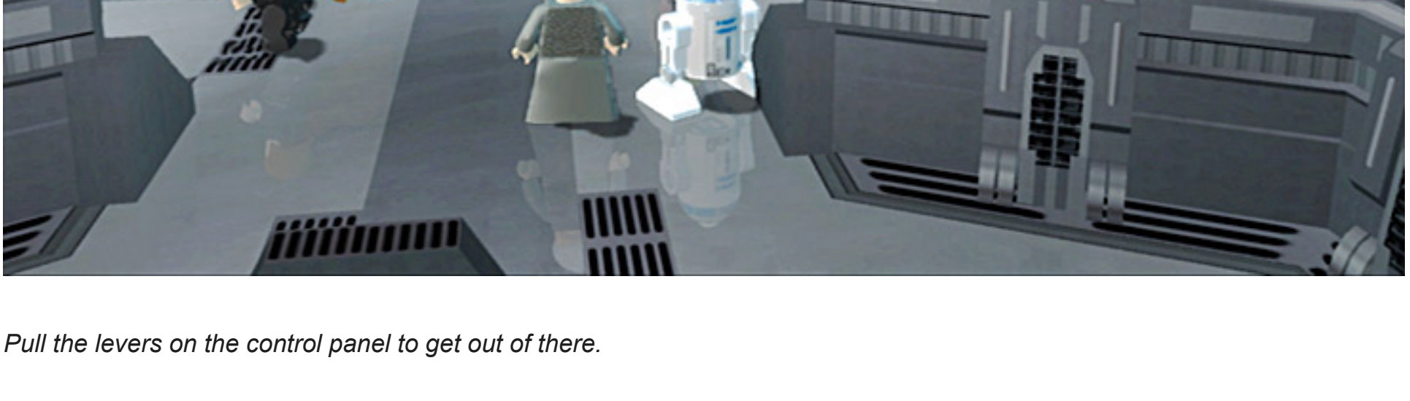
Continue down the ledge until you reach the steam blocking your path. To shut off the steam, turn the yellow knob using the Force, then continue. You immediately come to more knobs to turn using the Force. You are rewarded with more studs.

Follow the ledge until you reach more steam. The shut-off knob is on the other side of the steam, so use R2-D2—he can move under the steam without getting hurt and can access the shut-off switch.

Everyone can now cross. Change back to Anakin and hack the wall behind the switch R2-D2 just accessed to get some hidden goods.

Jump over the beam blocking your path and use the Force to turn the yellow knob. After you do, stand back because the orange tank above it explodes, revealing a LEGO canister in the wall behind it.

Grab the canister and the rest of the studs along the walkway. After you have R2-D2, unlock the next door, then head on through.



Pull the levers on the control panel to get out of there.

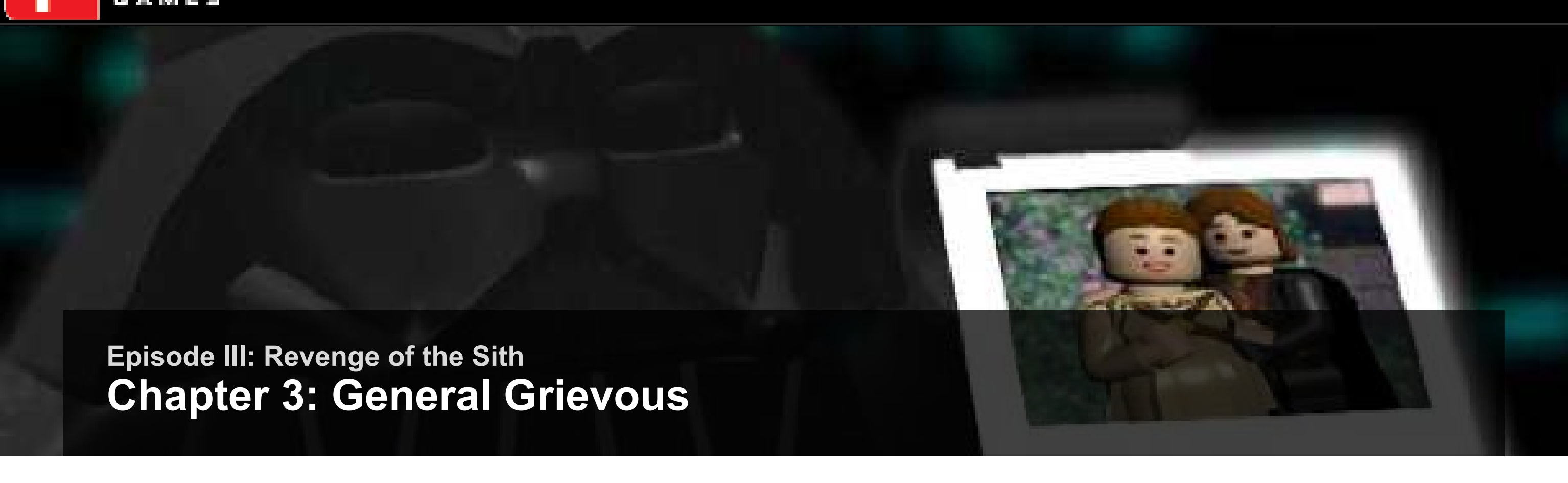
You finally find General Grievous and his bodyguards. He's not too happy to see you and runs away, leaving his bodyguards to fight you.

Those two guys look impressive with their spinning weapons, but they aren't too hard to defeat. Grab the power up along the left wall. Start hacking them with your lightsaber, and they fall to pieces in a hurry.

Head down the hall, picking up studs as you go. When you reach the control room, a swarm of battle droids greets you. Deflect their shots and take them down with ease.

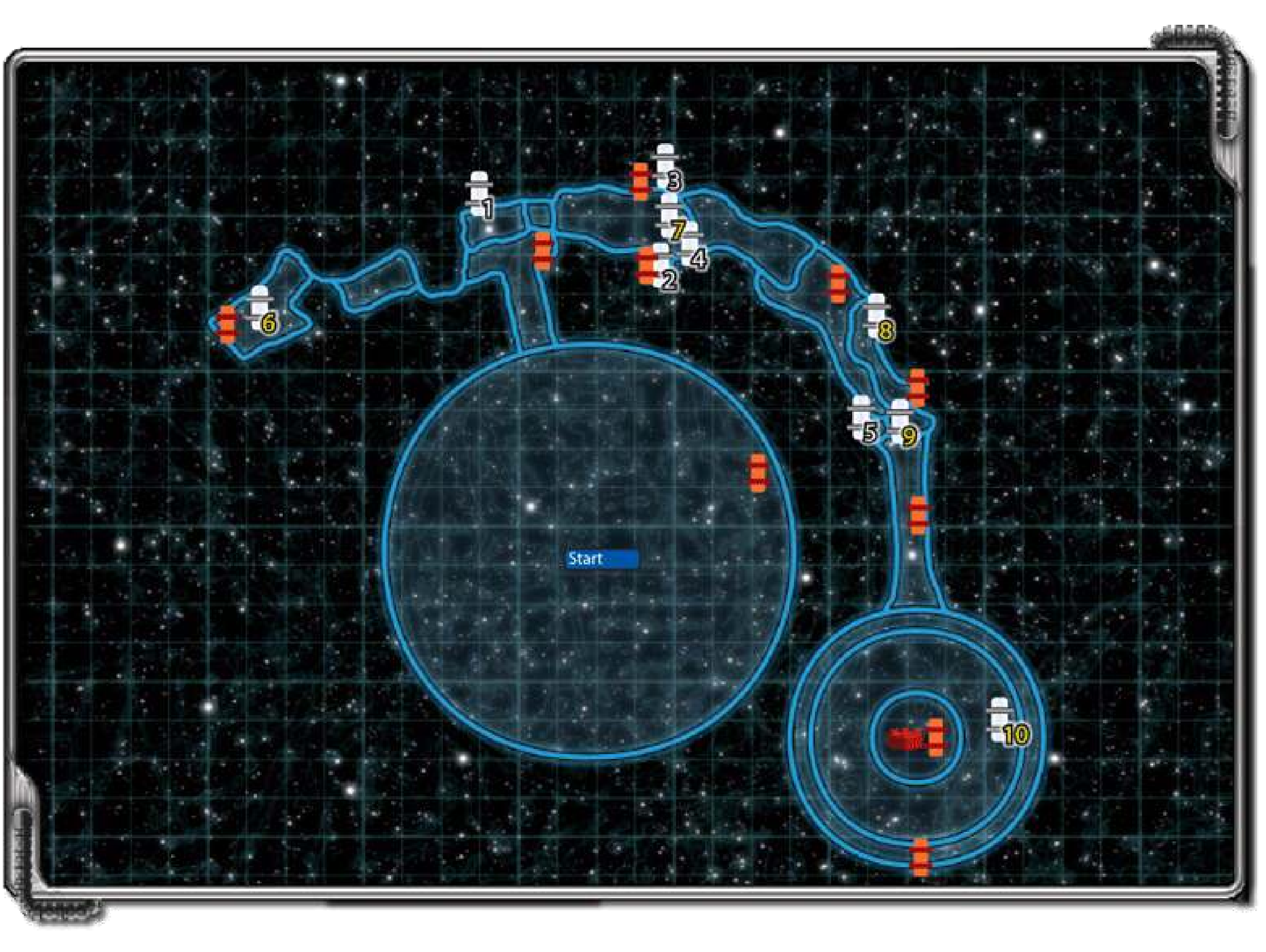
Run to the left and right of the control room entrance and grab the LEGO canisters in the air. Search the front of the ship for valuable studs.

Run to the main controls of the ship and use the Force to activate one of the levers. As you do so, the other Jedi will use the Force on the other lever.



Episode III: Revenge of the Sith

Chapter 3: General Grievous



LEGEND

- 1 Use the Force to create small ledges in the back wall for you to jump to the top of.
- 2 Run to the end of the stairs you created using the Force, and fall to the ledger below.
- 3 Use the Force to move the equipment out of the small cave and run inside.
- 4 Blast the LEGOs in the wall, then double jump into the little cubbyhole that was hidden behind them.
- 5 Follow the narrow ledge to the right until you reach the end and you see a red circle swirl on the ground.
- 6 Use an astromech droid to fly to the left after you cross the bridge from your starting point. Destroy the large shiny wall blocking your path with a thermal detonator.
- 7 Use a super jump character to jump in the air near the small cave you moved the equipment out of.
- 8 Use an astromech droid to fly to the ledge across the way that is too high to jump to.
- 9 Run to the small ledge right before the stone bridge.
- 10 Detonate all the mines in the circular room.
- Use the Force on all the levers at the room's center.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

You don't have much time after you spot General Grievous, because he whips out his four lightsabers and rushes in for the attack.

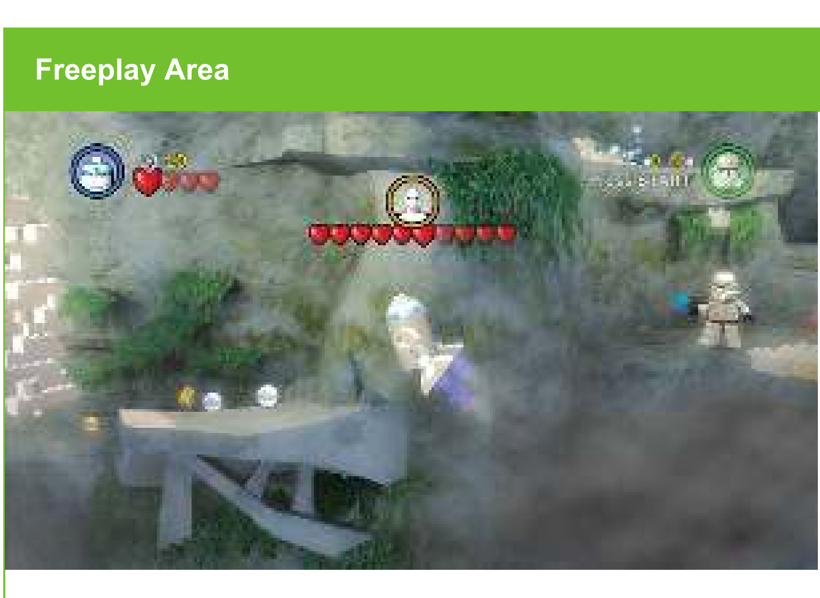
Quickly hit him with a double jump attack. If you get a successful hit and deplete his health, he flies to a ledge on the far wall across the chasm.

Switch to your clone friend and fire at the two explosive containers on the ledge next to Grievous. When they explode, LEGO debris flies everywhere, including the round platform you're standing on.

Quickly switch back to Obi-Wan because Grievous wants some more punishment. Use your double jump attack on him again when he's not trying to hack you with his weapons. After he takes a few hits, he again flies across the area to safety.

After Grievous leaves the second time, use the Force on the spilled LEGO bricks to create a bridge to the area's outer walls. Cross the bridge to get to the other side.

Freeplay Area



After you cross the bridge, use an astromech droid to fly around the large boulder blocking your path to the left and over the chasm to reach a ledge on the other side. Use a thermal detonator on the shiny wall.

With the wall gone, grab the LEGO canister and the loose studs on the ground. Head back the way you came and fly around the stone blocking your way.

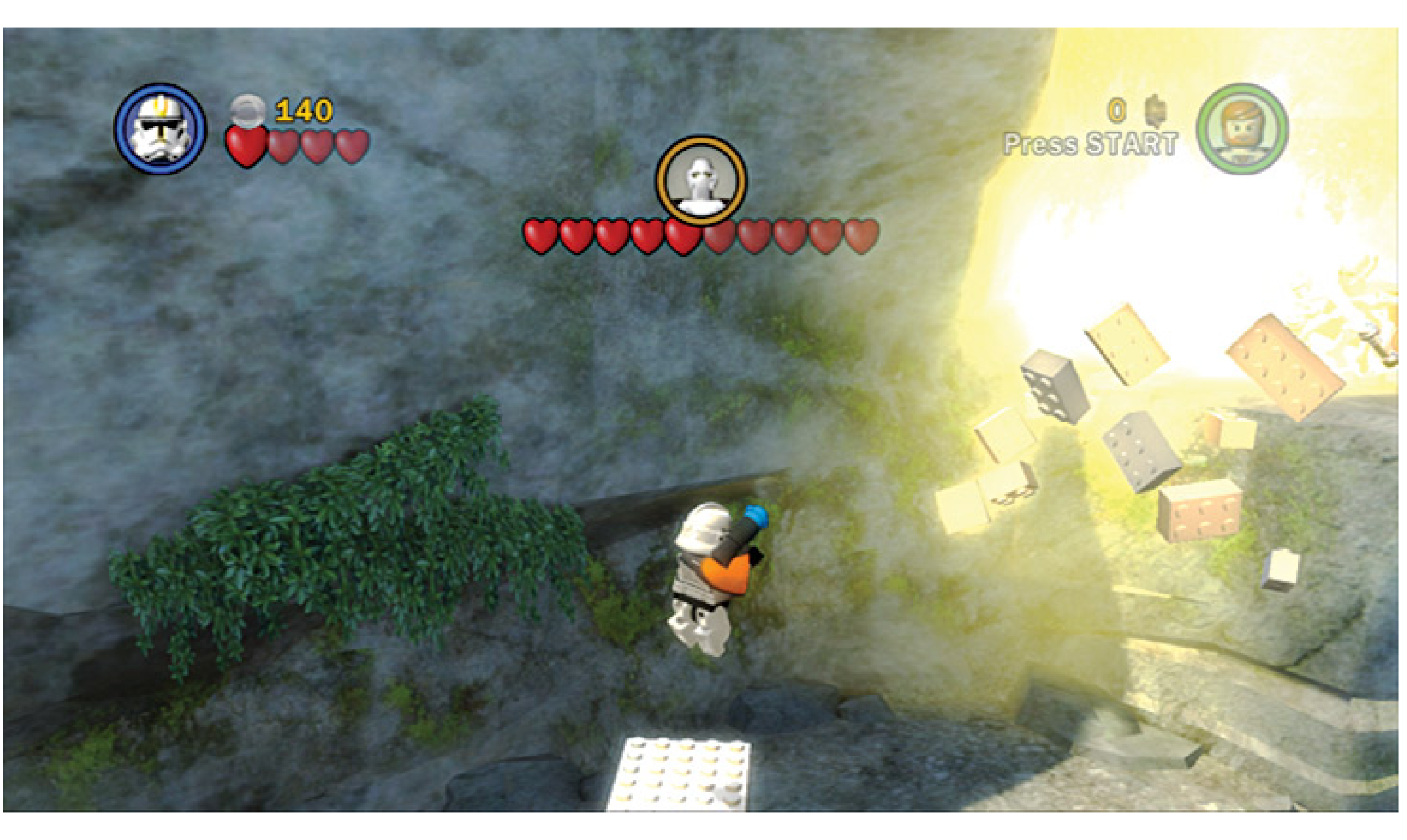
After you get back to the bridge, climb the large steps nearby to reach the ledge that was behind you.

Use the Force to pull some LEGO bricks out of the wall and create some platforms above you. Jump up the newly created platforms to get a LEGO canister overhead.

After you collect the canister, follow the ledges along the wall to the right until you find General Grievous again. Use the Force to pull some LEGO bricks out of the wall nearby to create a box on the ground.

Switch to the clone and have him jump on the box. From there, jump in the air and shoot the container next to General Grievous.

After a direct hit, LEGO bricks go flying and so does Grievous. He heads back to the large platform where you originally fought him.



After you stand on the box, jump just high enough to shoot the container.

Use the Force to stack the spilled LEGO elements into stairs. Run to the end of the stairs and fall to the ledge below for a LEGO canister and a power up.

Double jump to the center platform you started on and hit Grievous a few more times, causing him to retreat to the cliff wall. Once he is at the wall, return to the area where you made those stairs and climb to the top.

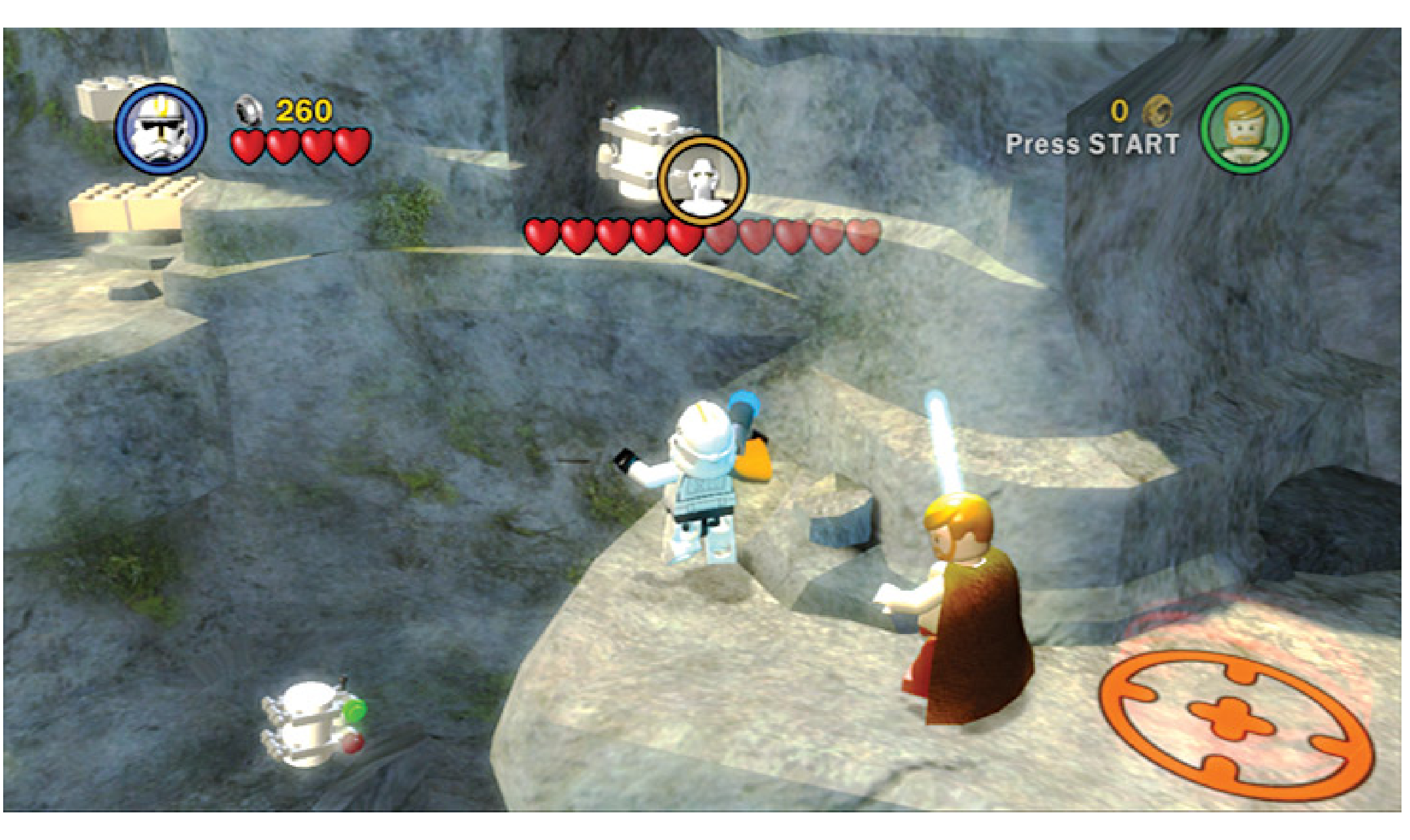
From there, break the tan LEGO bricks in the wall to reveal a hole. Using the Force, pull an explosive container out of the hole and move it to a ledge farther to the right.

Collect the LEGO canister that appears in the hole, then have the clone shoot the container after you move it.

Drop down to the trail to the ledge's right and gather all the loose studs on the ground. Follow the path to the left and shoot the LEGO barrier on the side of the ledge that you just came from.

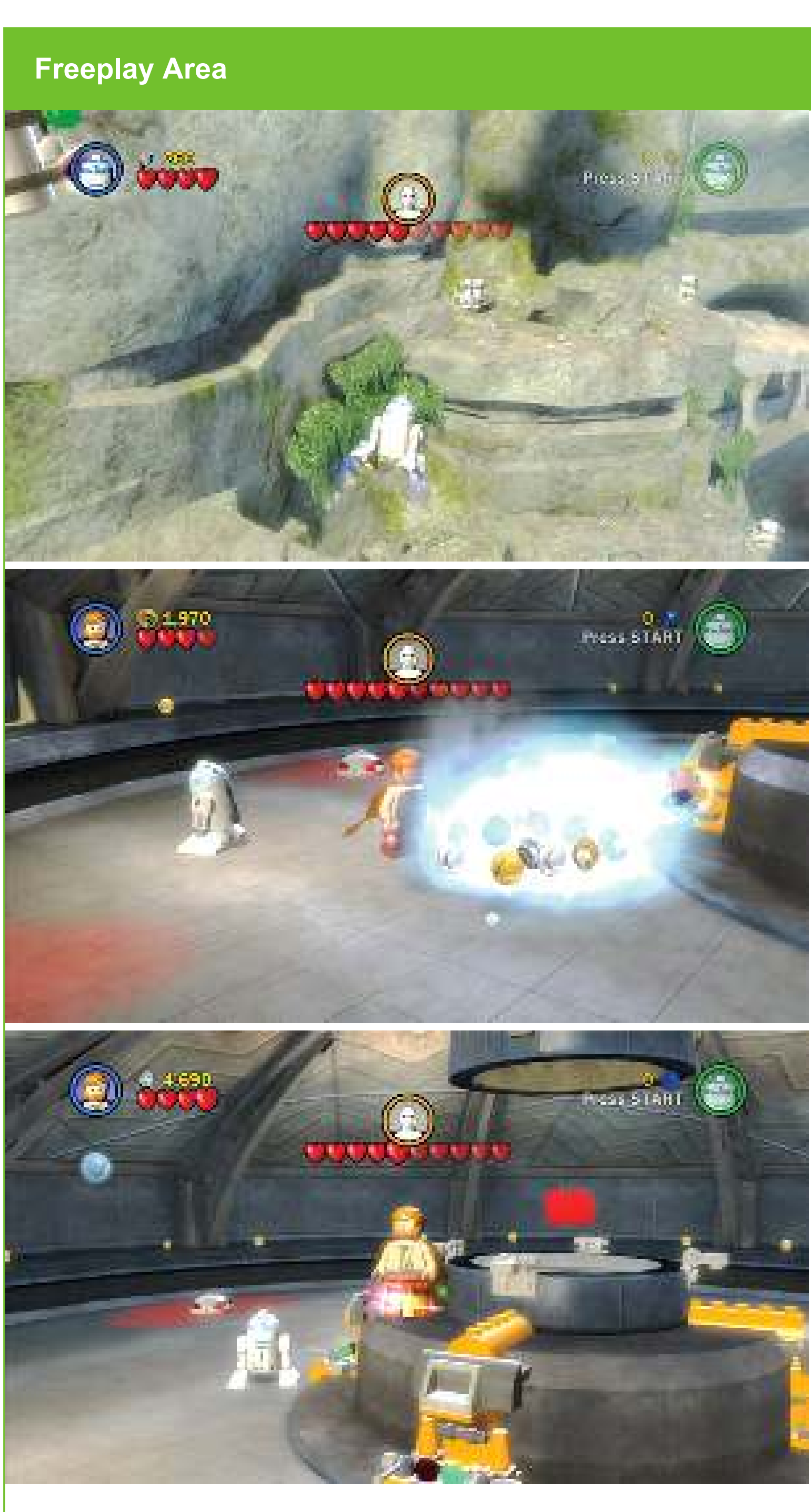
Behind the LEGO bricks is a hole in the wall with a LEGO canister inside. Use Obi-Wan to double jump to the hole and collect the goods. Return to the trail and follow it to the right.

When you reach the trail's end, drop down to a lower ledge and collect another LEGO canister.



After you shoot the LEGO bricks in the side of the cliff, you see a hole with a LEGO canister inside.

Freeplay Area



The ledge you moved that last container to is too high for most characters to reach. Use an astromech droid to fly over to the ledge and grab the LEGO canister.

Follow the ledge along the wall to the right and collect the studs and the LEGO canister along the wall. You eventually come to a stone bridge.

Follow the bridge into a room at the right. The floor inside is covered with proximity mines that explode when you get too close, instantly ending your life. To safely set them off, run in a little circle right next to them.

As they explode, you're running away from them and free of danger.

As you detonate the mines, collect the LEGO studs they leave behind as well as the gold studs that ring the room. Collect the LEGO canister that appears after all the mines are gone

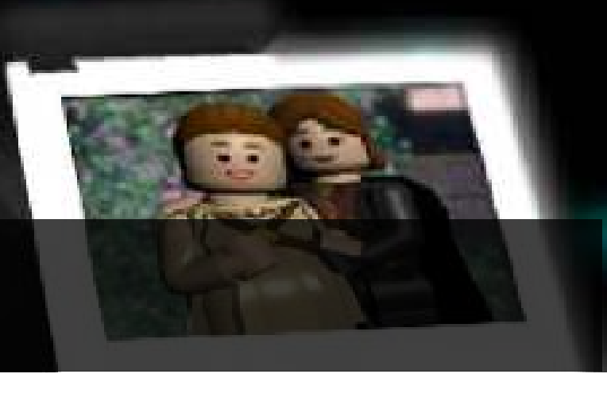
After you've detonated all the mines, head to the room's center. Use the Force to pull all the levers around the central pillar.

After you pull the last one, the pillar rises into the air, revealing a red power brick. After the area is clear, backtrack along the trail.

Return to the hole in the cliff's side where you grabbed the LEGO canister. From there, double jump to the ledge on the right and return to the LEGO bridge you crossed earlier.

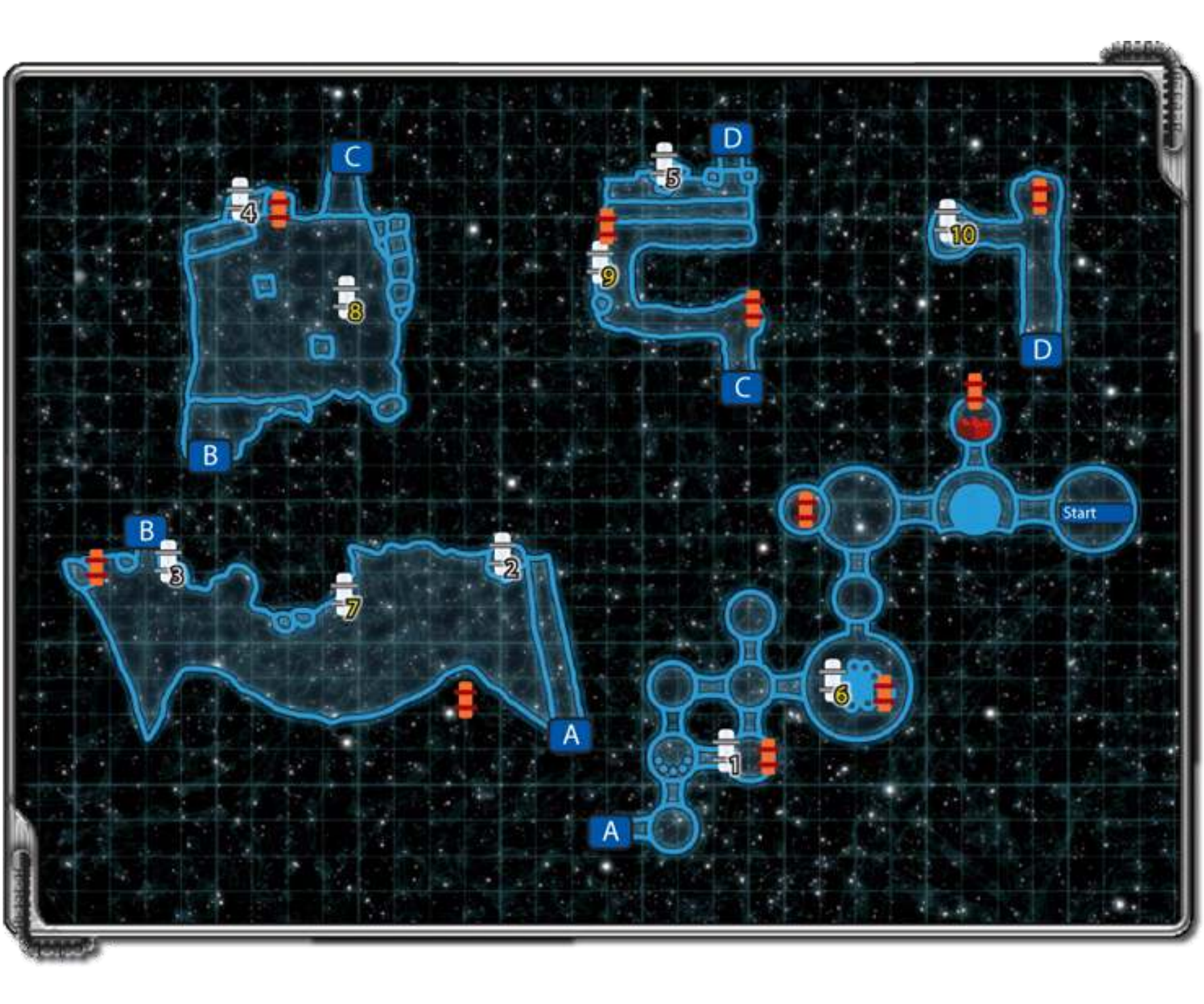
Cross the bridge back to the platform you started on and head to the final showdown with Grievous.

General Grievous might know how to use a lightsaber—or four—but he is no match for the power of a Jedi. Use your double jump attack to hit him and take away his health. Keep up your attack until Grievous loses all his health.



Episode III: Revenge of the Sith

Chapter 4: Defense of Kashyyyk



LEGEND

- 1 Grapple to the ledge above the platform.
- 2 Ride an AT-ST to the back right corner and jump out to get on top of the large rock.
- 3 Use the Force to pull out the three carrots located along the beach, then grapple to the walkway above the exit gate. Run to the small platform on the right.
- 4 Double jump to get to the high ledge in the back of the area.
- 5 Grapple to the ledge high above the ramp with the rolling boulders.
- 6 Use an astromech droid to hover between the ledges high up in the tree, and then a super jump character to get to a ledge above.
- 7 Use a super jump character to jump up the ledges of the large tree. When you get to the top, fly to a ledge on the right using an astromech droid.
- 8 Raise the X-wing out of the swamp using the Force, then use a super jump character to jump into the air while on top of it.
- 9 Pull out the black plant with the dark side of the Force, then grapple to the ledge above. Fly to the ledge to the right using an astromech droid.
- 10 Use a super jump character to jump into the air from the top of Yoda's escape pod.
- Use the dark side of the Force to break the copper tubes, then use a thermal detonator on the center tube.

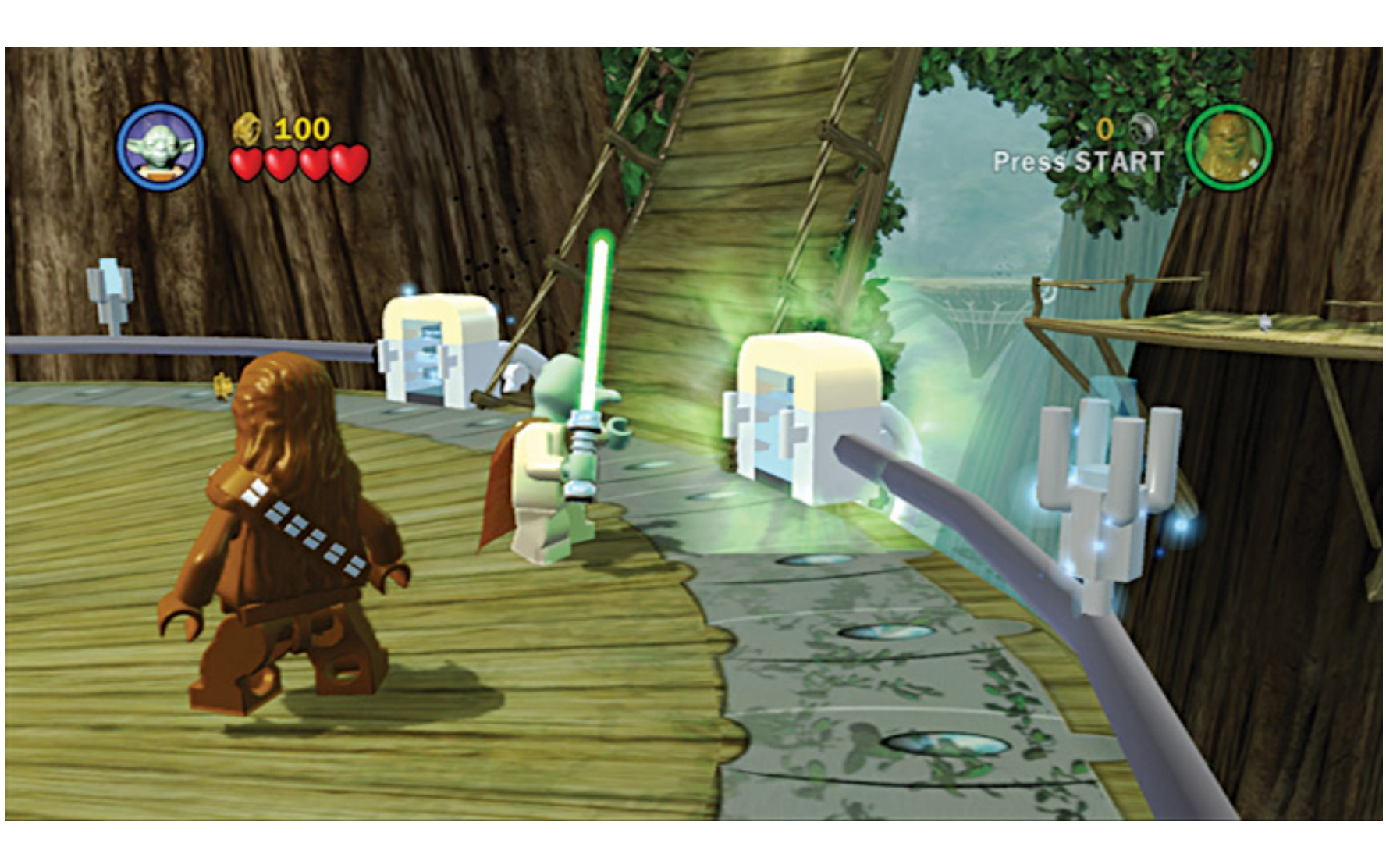
? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Yoda arrives on Kashyyyk to take care of some business. His host is the Wookiee Chewbacca. Everything is calm for the moment, but anything can change in an instant. For now, relax and explore your surroundings.

The large landing area you start on is a good place to begin your exploration. Head around the landing and use Chewbacca to shoot each light twice. After the second hit, the light breaks open, spilling studs on the ground.

Be sure to gather all the studs in the area. Now have Yoda use the Force on the square activation panel near the right wall. After both panels light up, a bridge is lowered to the next area.



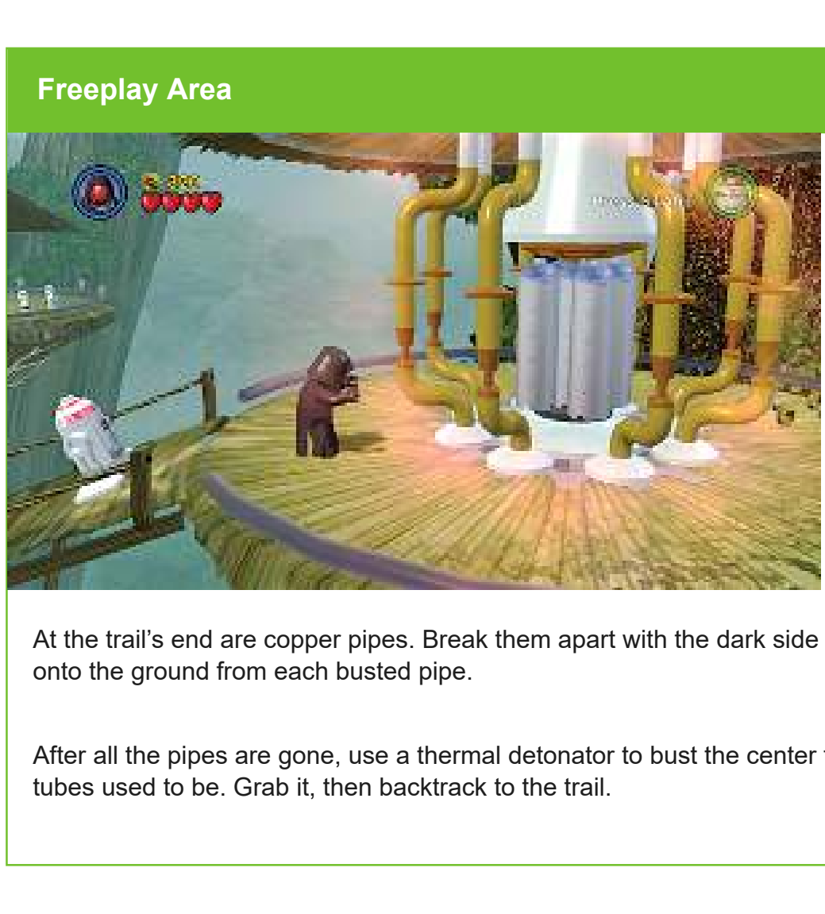
Use the Force on the lights to bring down the bridge so you can reach the other platform.

Note

Yoda walks extremely slowly. Instead of walking, have him jump forward when his weapon is put away; he'll jump into his own little hover chair that zips him around in a hurry.

Cross the bridge and follow the trail of studs. When the trail splits, take the right fork for a few studs.

Freeplay Area



At the trail's end are copper pipes. Break them apart with the dark side of the Force and collect the studs as they spill onto the ground from each busted pipe.

After all the pipes are gone, use a thermal detonator to bust the center tubes. A red power brick appears where the tubes used to be. Grab it, then backtrack to the trail.

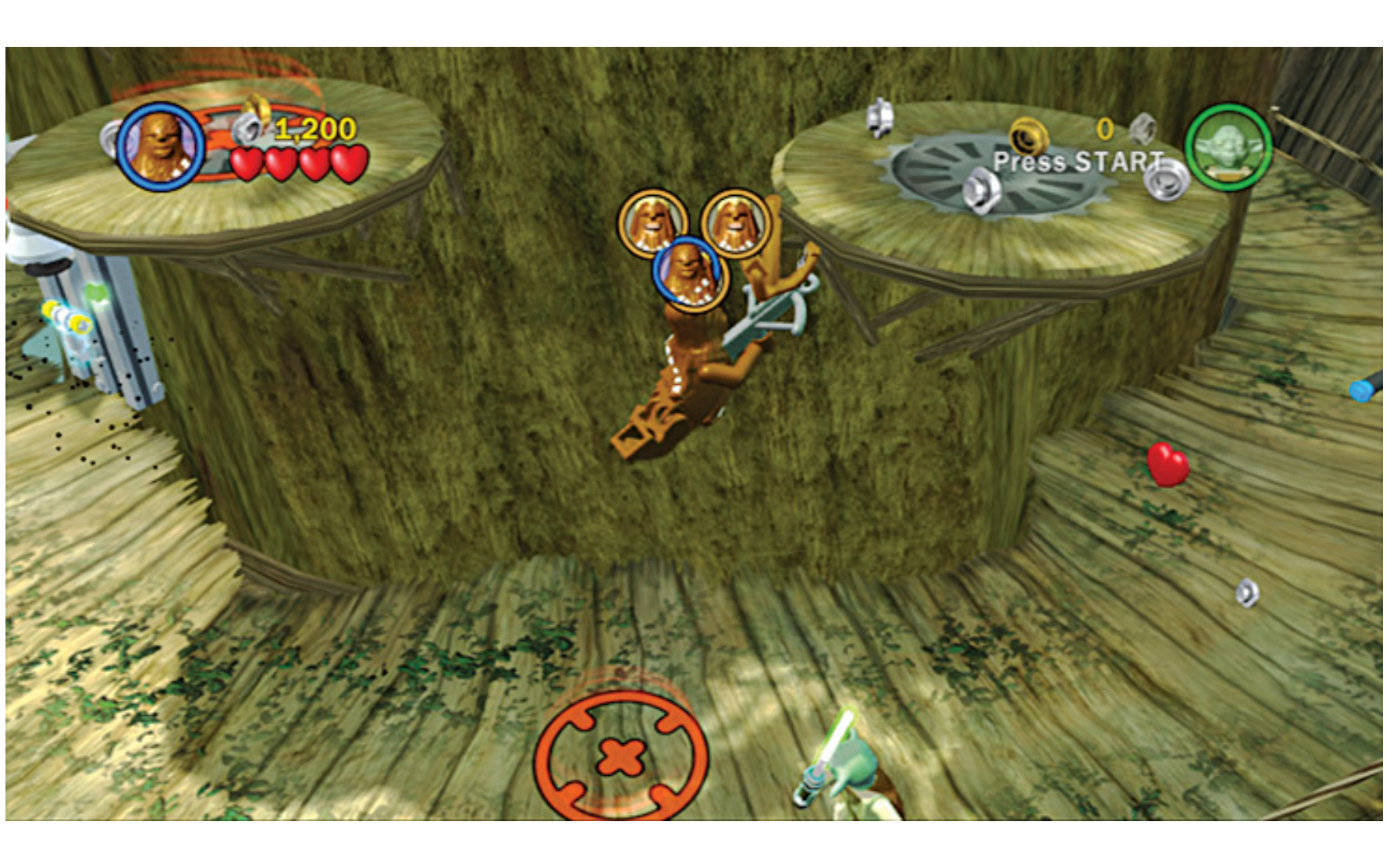
Follow the studs to another platform where you see a hooded figure telling the clones to kill someone. After the clones start shooting at you, it's apparent that the hooded figure meant you.

Luckily Yoda is a master with the lightsaber. Use your weapon to quickly take down those clones and block any incoming blaster fire. What is going on here?

After the clones are gone, scour the platform. Shoot each light in this area twice to reveal hidden studs; collect any loose ones off the ground. Search the small platform to the side for a few more.

Use the Force on the scattered LEGOs to fix the controls to the bridge. With everything in place, use the Force on the controls and the bridge lowers for you to cross.

Those wicked clones are holding some Wookiees captive, and you must free them. Cross the bridge to the walkway around the tree ahead. Two sets of clones run out to greet you; quickly chop them into little pieces with your lightsaber.

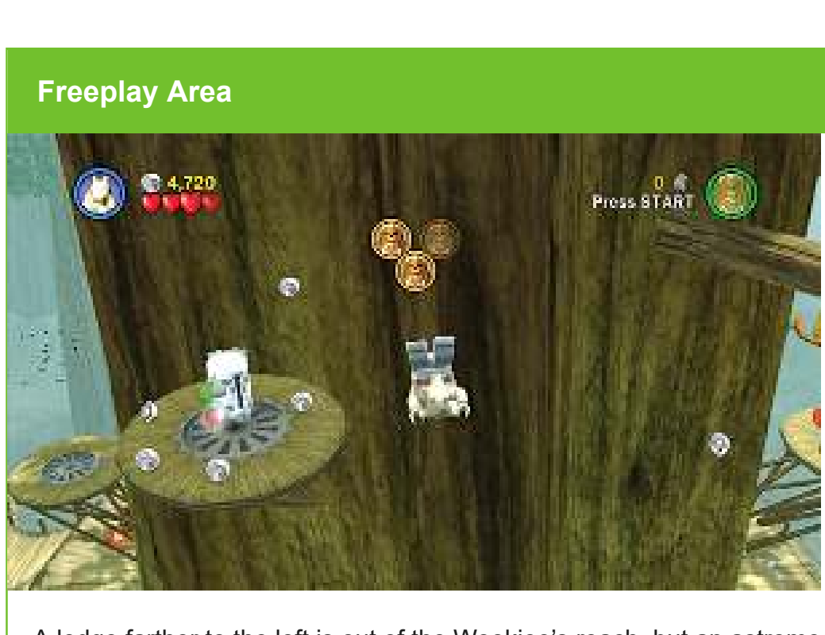


Use Chewbacca's ascension gun to get high into the treetops.

Stand in the red circle on the ground next to the tree and use Chewbacca's ascension gun to reach the ledge above. Clean the ledge of studs.

Continue to grapple along the ledges until you find the first Wookiee hostage. Blast the two guards to free the prisoner, then collect the studs on the ground.

Freeplay Area



A ledge farther to the left is out of the Wookiee's reach, but an astromech droid can reach it. Use your droid again to hover to the next platform along the tree.

From there, use someone with an ascension gun to reach the next ledge. There you find a LEGO canister on the ledge above you; use Jar Jar to jump up and get it.

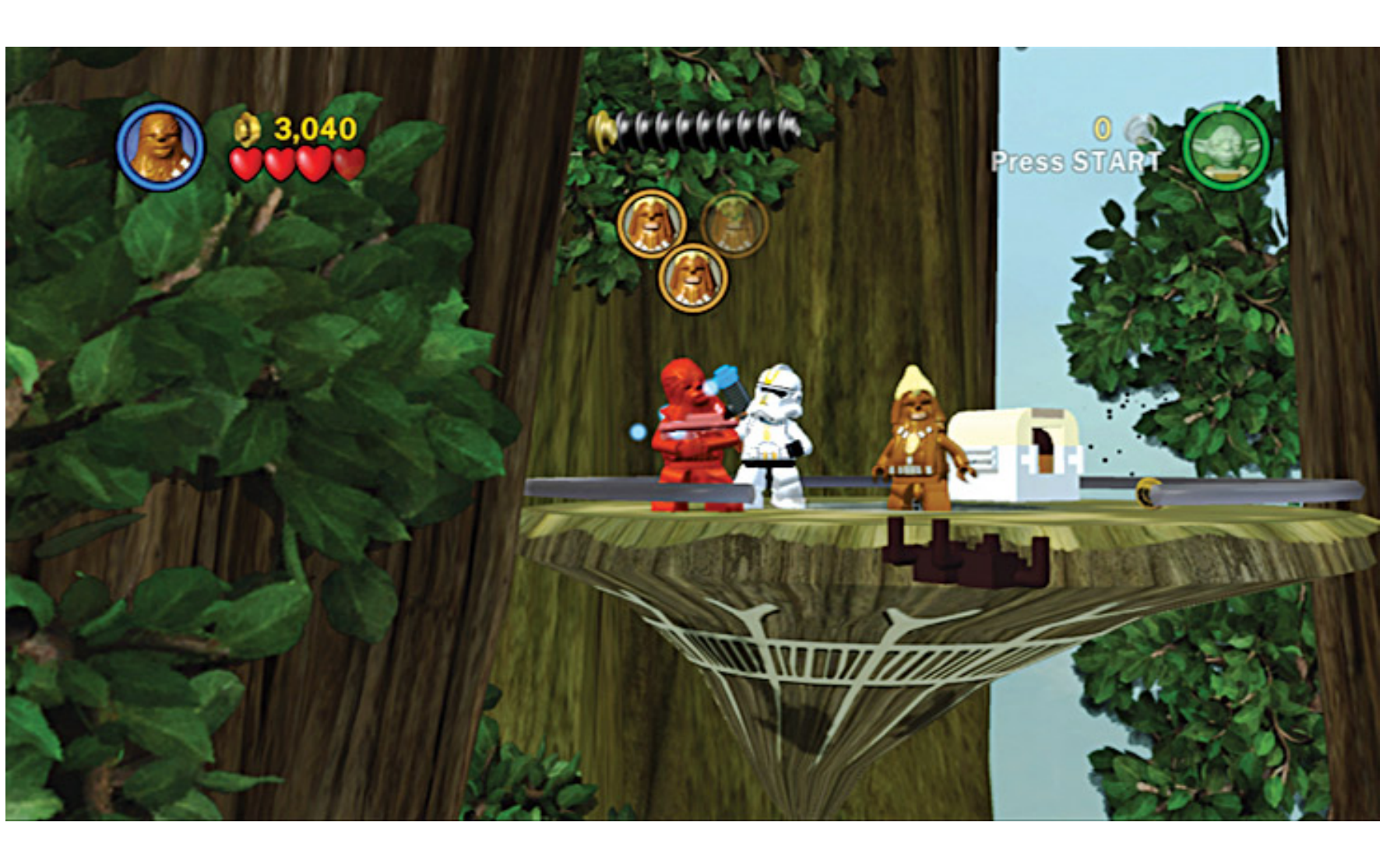
Head back and regroup with Yoda. Run around the giant tree to the left to find a lot of goodies, including a hat dispenser.

When you get around the tree, follow the trail of studs over another bridge. The small platform you find has three more bridges hanging off it.

Now head over the bridge to the left where you can grapple to a ledge overhead and grab a LEGO canister.

Destroy the containers on the ground for some loot, then head across the way to another small platform and more containers to destroy. Use the Force on the piece of machinery there to create a grapple hook overhead.

Use the ascension gun to access the platform above; from here, take out two more clones and free another Wookiee. Destroy the container and pick up the loot before joining up with Yoda below.



After Yoda uses the Force to create a grappling hook, Chewbacca can reach the platform overhead and free another Wookiee.

Head down the last bridge, where you find the last hostage. Blast the guards and set the Wookiee free. More lights line the large area. Shoot them twice and collect the goods from the floor.

Head down the bridge to the left, collecting more studs as you go. Stand on the floor buttons; the Wookiees you set free do the same.

After all the buttons are stepped on at the same time, a bridge lowers next to you. Follow the bridges to the next area.

It looks like a full-scale invasion of Kashyyyk has begun by the clone forces! You better see what you can do. As you hit the beach, an endless number of clones and battle droids stream across the sand and head into the jungle.

You must make it to the beach's other side in one piece to continue. Move close to the proximity mine on the beach to set it off and collect the studs that are left over. Assemble the loose pieces on the ground and collect even more studs.

Do the same to the other mine and assemble all the loose pieces. Next, use the Force to create a large walker.

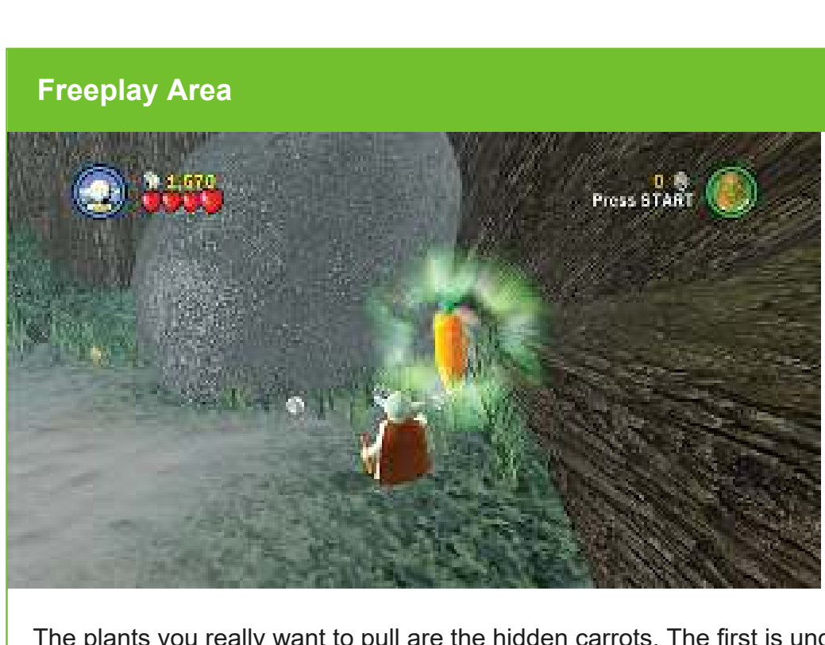
Get in and ride it to the back right corner where you can jump out of the vehicle and onto a large rock, where you can add a LEGO canister to your collection.

Run to the burning wreckage in the water for some valuable studs first. Next, head along the forest line to collect studs, and use the Force to uproot plants for even more loot.

On the beach's other side is more wreckage and more valuables lying around. Fill your pockets, then use the Force on the plants in the corner to get more studs and reveal a red grappling circle.

Use the Wookiee's ascension gun to reach the small walkway overhead. Shoot the targets on the back wall to lower the gate below.

Freeplay Area



The plants you really want to pull are the hidden carrots. The first is under a plant to the forest's far right edge. The second is under a plant to the left of the large tree at the area's center.

And the third is to the area's far left. Collect all three carrots, and a LEGO canister appears on a ledge to the right of the exit.

Use the Force to move a walkway from the ground to the ledge above. Grapple to the new walkway and run to the right. Use a super jump character to get that LEGO canister.

Caution

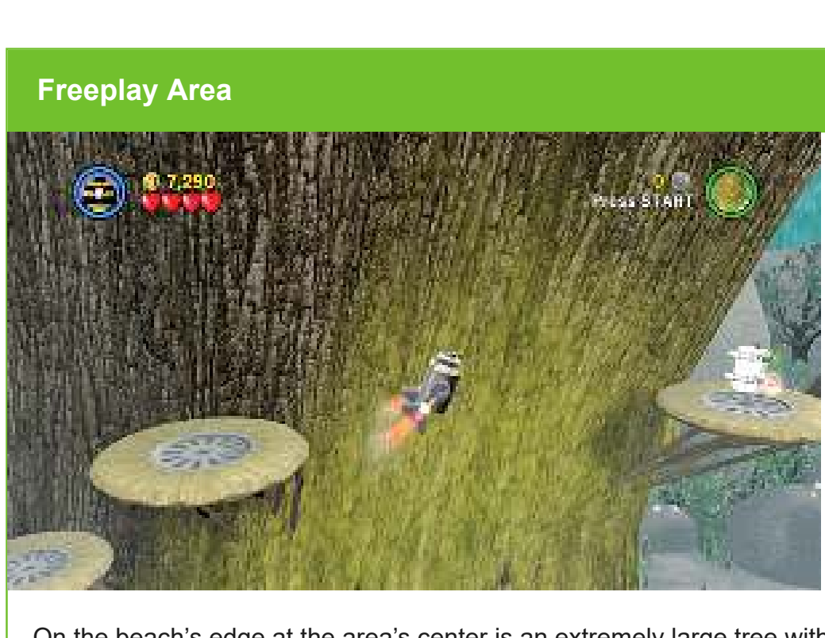
An AT-ST walker helps out in the invasion on the beach. It has a powerful gun and strong armor.

Yoda must take several swings at its thick hull to bring it down. The good news is that you can defeat it. The bad news is that another will come back.

Note

As you head across the beach, the clones and battle droids stop to attack you. Defend yourself when they attack before you go about any other business.

Freeplay Area



On the beach's edge at the area's center is an extremely large tree with some wooden ledges built overhead.

Use a super jump character to jump to the lowest one on the left and from there to the next highest on the right. Switch to R2-D2 and hover to a platform to the right to grab another LEGO canister.

Jump down to the ground and run through the open gate. Battle droids charge at you from across the swamp. Before you can explore and before you can really take out those droids, you must stop them from dropping into the area.

Run to the back wall, jump up to the rock ledge, and break the droid you find there. Collect the LEGO canister.

Next, be sure to grab the power up on the right near the start if you need it. Head to the left wall and do the same to the droid over there.

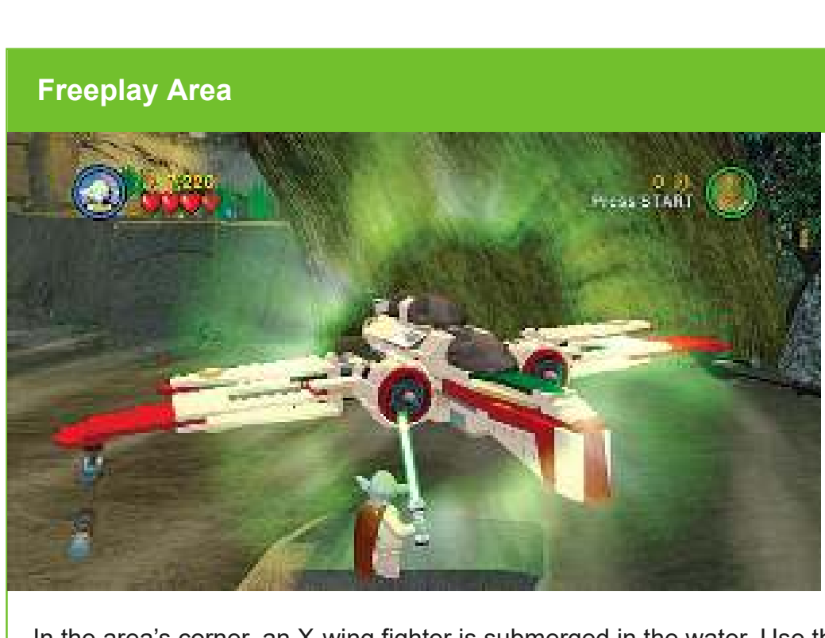
After those two droids are history, no more battle droids will drop into the area. But you must still defeat the ones that were already there.

Run around with your lightsaber and dismantle the rest. Explore the area only after it's clear.

Run back to the area's start and collect the studs. Use the Force on all the plants in the area to reveal more studs and some brown LEGO pieces.

After you reveal all the pieces, use the Force again to create a raft in the water. A trail of studs also appears in the water, so jump on the raft and take it for a ride, collecting the studs as you go.

Freeplay Area



In the area's corner, an X-wing fighter is submerged in the water. Use the Force to raise it up.

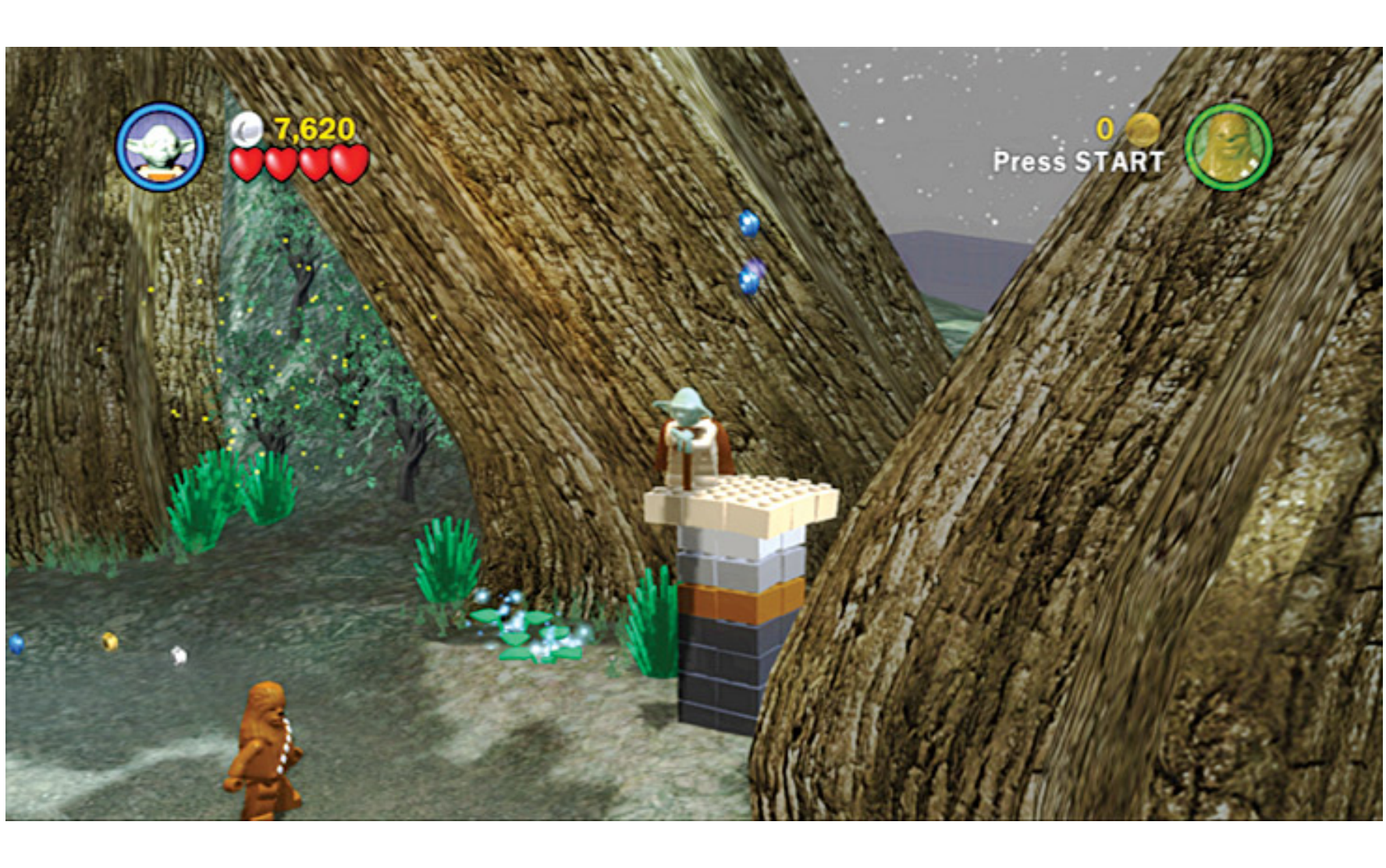
Switch to a super jump character to get on board the craft, then double jump in the air to grab a LEGO canister. Move quickly before the craft sinks back down into the swamp.

Cross to the water's other side and use the Force to pull the plants out of the ground from the left side. Grab the loot that comes out. Climb the stonework nearby and collect more studs.

Head to the right and climb the stonework over there to collect even more valuables. After the area is clear, head into the next area.

Follow the line of studs until a lot of clones and battle droids try to stop you. Use Yoda's double jump attack at the group's center to take out a large number of them.

Hack the survivors to pieces with your lightsaber. Use the Force on the plants to the right to uncover a hidden post. Jump on top of the post, then double jump into the air to collect two blue studs.

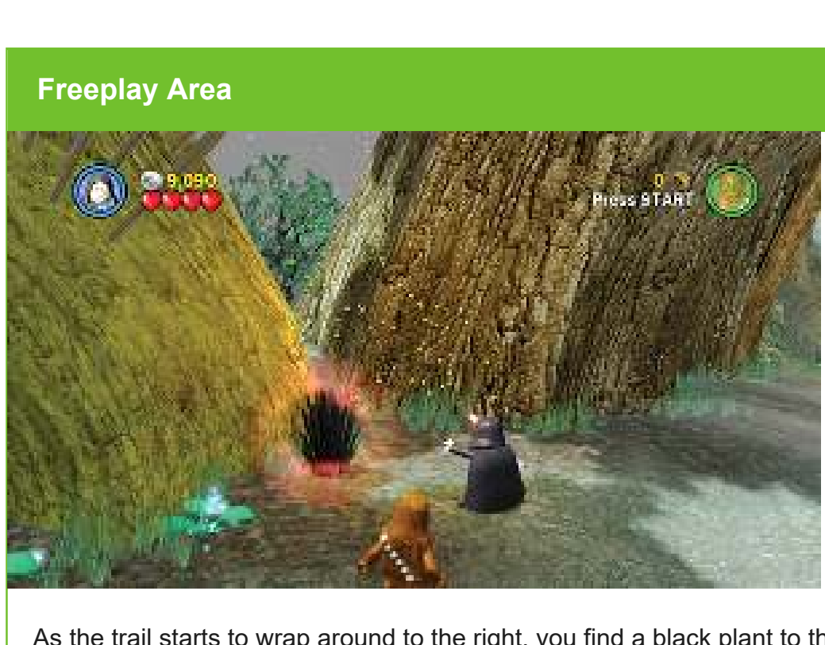


Pull the plant in the ground to reveal a hidden post for you to jump on.

Follow the trail and collect more studs along the way. As you go, destroy the plants along the trail by either using the Force or by breaking them to pieces to uncover hidden goods.

The trail eventually leads you to more opposition. Hack those clones to little bits with your lightsaber.

Freeplay Area



As the trail starts to wrap around to the right, you find a black plant to the path's left. Switch to a character who can use the dark side of the Force to break it apart, revealing a grappling area.

Switch to a character with an ascension gun to reach the ledge above. From there, use an astromech droid to access a ledge to the right and a LEGO canister.

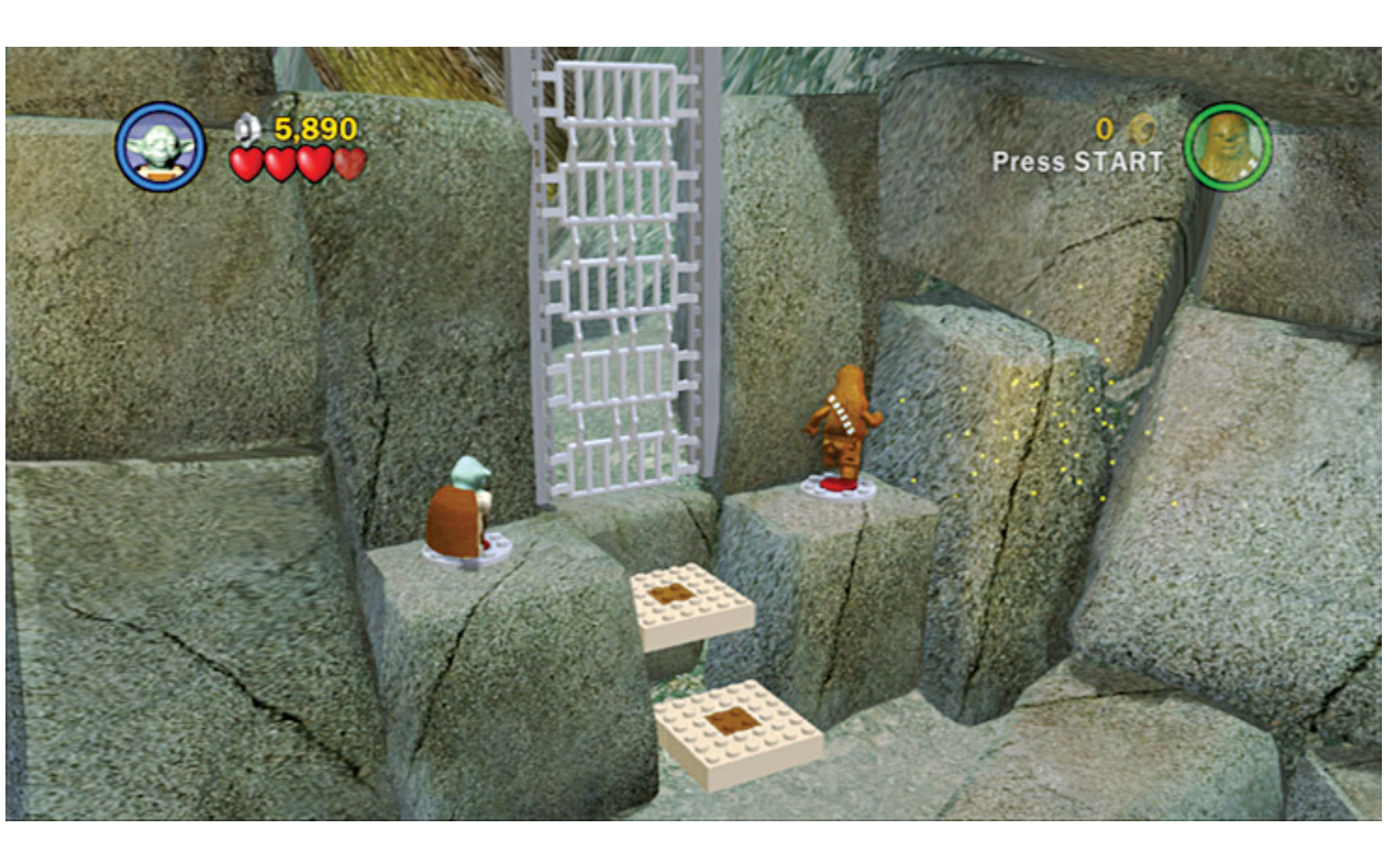
Follow the trail, collecting studs on the ground and destroying the vegetation for hidden goods. When the trail turns to the right along the cliff wall, you run into an AT-ST vehicle. Stay back and fire at it with a blaster.

Use the Force on the plants behind the AT-ST to uncover some steps to the ramp next to you. Scour the trail for more studs or plants you might have missed.

Climb the steps and move up the dirt ramp. Use the Force or a blaster to break up those gray boulders before they hit you. When you get to the first corner, drop down for a blue stud, then backtrack up the ramp.

When you see the red circle on the ground, have Chewbacca use his ascension gun to reach a LEGO canister on a ledge high above. Follow the ramp to the top and have Yoda use the Force to assemble the loose LEGOs into some steps.

Climb the steps and step on one of the switches on the floor. One of your teammates steps on the other and the gate in front of you opens.



After you use the Force to create some steps, stand on the floor switches.

Another large walker is waiting to greet you. Stay near the entrance to the next area, and use your blaster to take it down without worry of being hit.

Turn it into scrap, then run down the trail and fight off a wave of enemy clones and droids. Smash the plants where the AT-ST fell; collect the studs that spill to the ground.

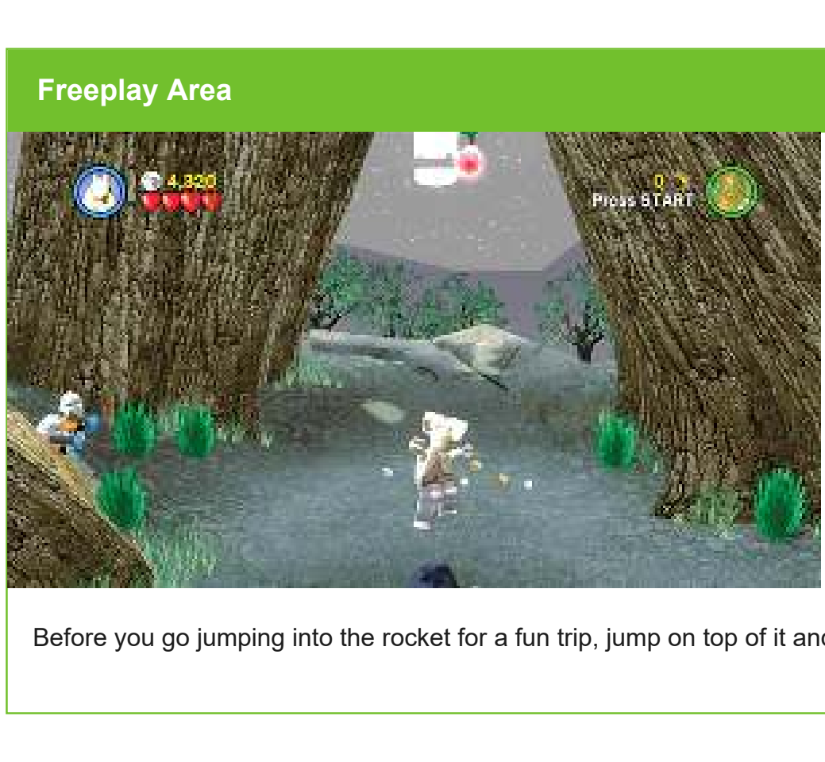
Follow the line of studs as they lead down a side trail, and smash all the plants you find. Destroy the squad of clones that runs out to stop you. Use the Force to activate the four latches on the ground near the trail's end.

After you activate all the latches, smash them with your lightsaber; a secret ship rises from the ground. Use the Force to open the craft to get off this crazy world.

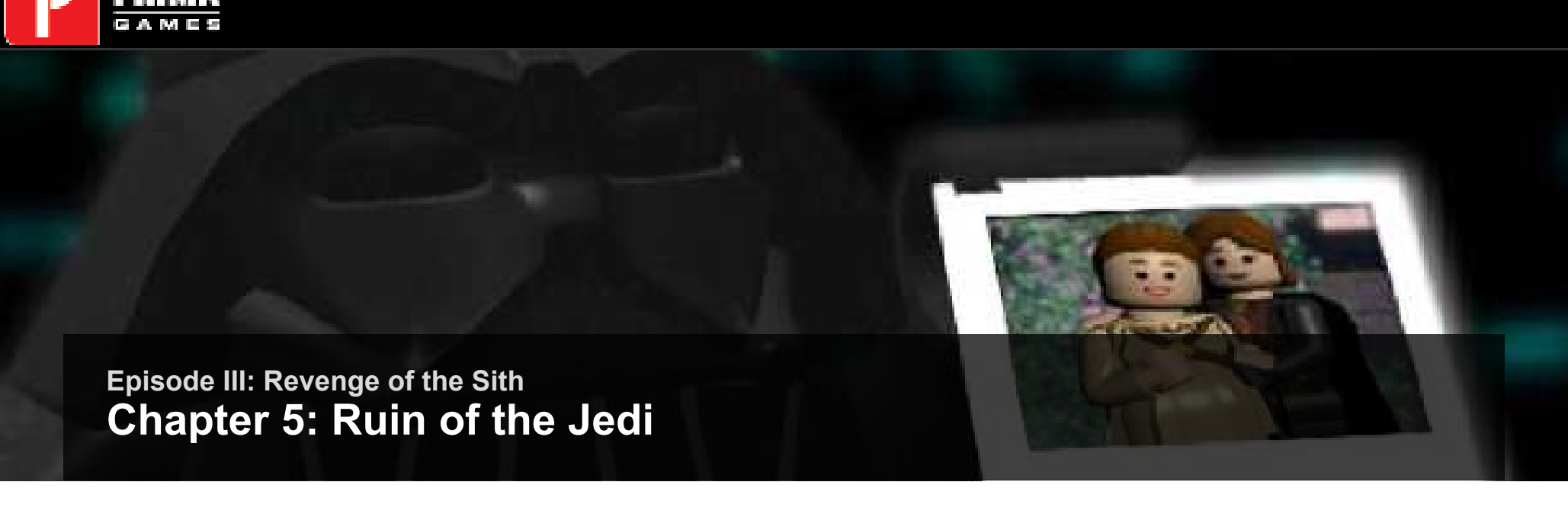
Caution

As you work the area to reveal the hidden spacecraft, more clones come out to greet you. Take them out before you go about your business so they don't shoot you in the back.

Freeplay Area

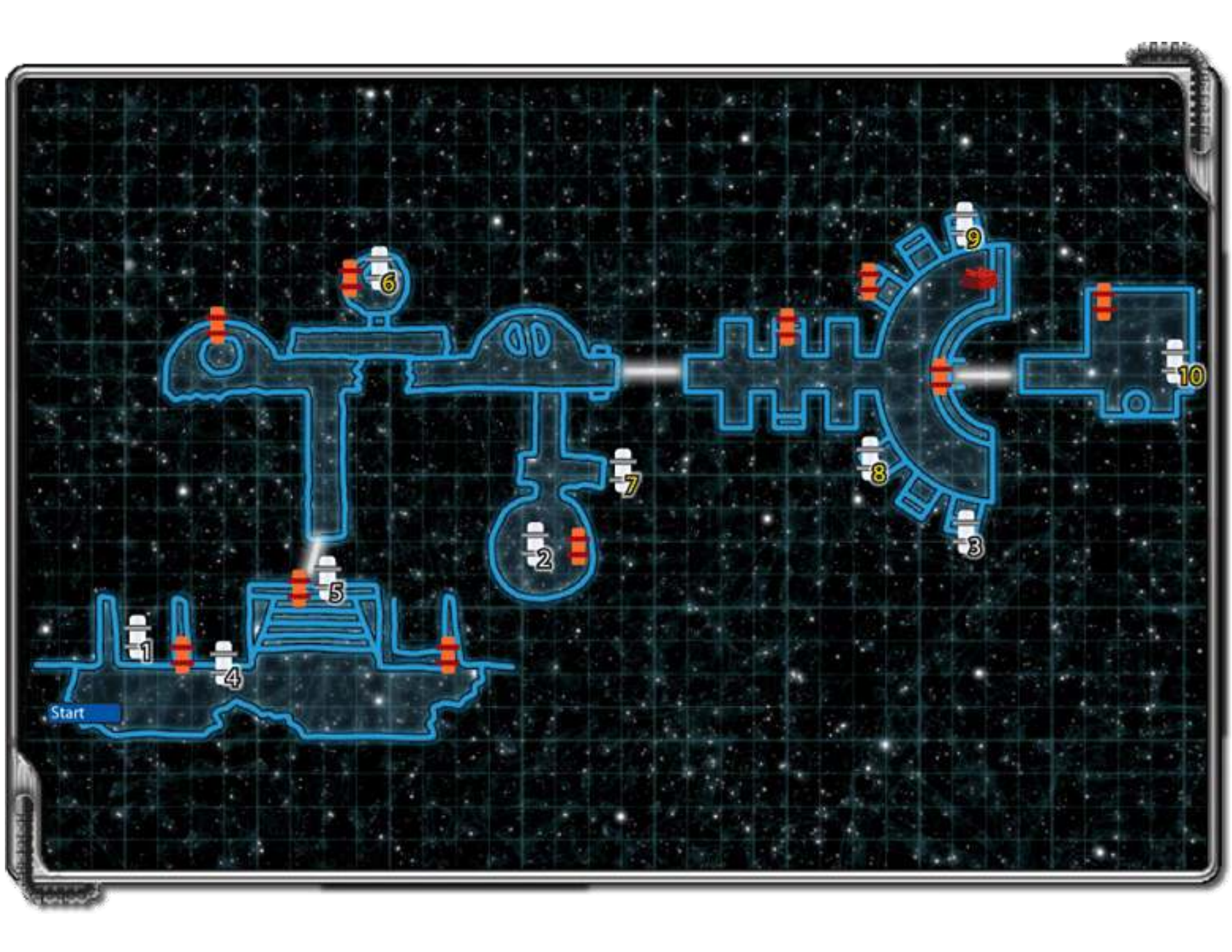


Before you go jumping into the rocket for a fun trip, jump on top of it and use Jar Jar to grab the last LEGO canister.



Episode III: Revenge of the Sith

Chapter 5: Ruin of the Jedi



LEGEND

- 1 Go under the building near your starting location.
- 2 Use the Force to stack the chairs in the room, then double jump to the top.
- 3 Use the Force to pull out the ledges from the wall until you get to the top platform.
- 4 Use the Force to pull three LEGO blocks out of the edge and stack them near the building. Use a super jump character to jump from the top of the stack into the air.
- 5 Use a blaster character to get to the window above the large door, then use the dark side of the Force to open the window. Toss a thermal detonator inside and assemble the LEGO pieces on the ground.
- 6 Open the door to the room with a stormtrooper and jump on top of the equipment in the back of the room.
- 7 Use an astromech droid to fly off the walkway to the right of the door.
- 8 Use a super jump character to jump into the air above the third wall lever you pulled.
- 9 Use a super jump character to run across the walkway high above the room and jump behind the protective shield.
- 10 Destroy one wall cage using a thermal detonator and the other using the dark side of the Force. Step on the red floor switches to open a compartment nearby and toss a thermal detonator inside. Assemble the pieces on the ground into a lever on the wall and use the Force to pull it. A new compartment opens to the right for you to enter.
- After you pull all six levers in the room, use a double jump character to get to the top walkway in the room, and from there, jump on top of the machinery in the back.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

You're back on Coruscant, hoping to find more Jedi who might have survived Palpatine's trickery and the attack of the clones. Well, if you want one Jedi by your side, Yoda is a good one to pick.

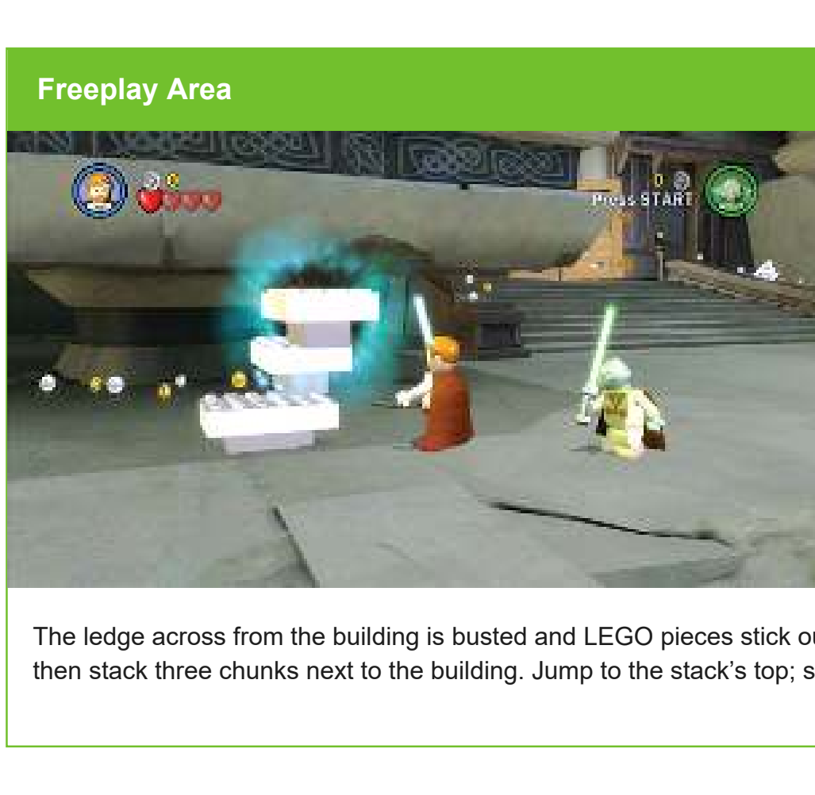
He is a master of the Force and a good ally. You can trust his instincts when he says those hooded figures are not Jedi.

Get your lightsaber out and follow the walkway to the right toward those people. Yep, Yoda was right. They were disguised clones, and they start shooting at you when you get close.

Use your weapon to deflect their blaster shots until every rotten clone is scrap parts. Run under the building to the side and collect the multiple piles of studs and a LEGO canister.

Return to the area where you fought those clones, and smash the container near the building for more hidden goods. Use the Force on all the LEGO debris along the edge for more studs.

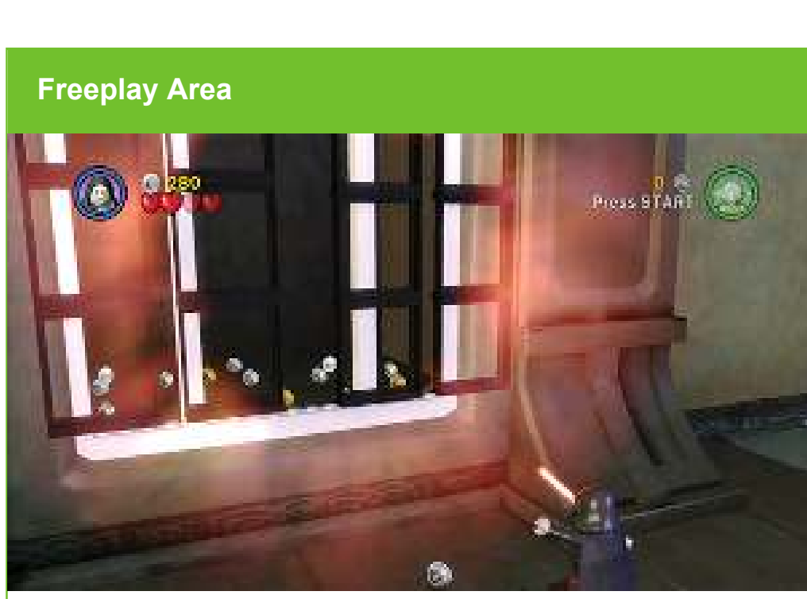
Freeplay Area



The ledge across from the building is busted and LEGO pieces stick out. Pull them out of the wreckage with the Force, then stack three chunks next to the building. Jump to the stack's top; switch to Jar Jar and grab the LEGO canister.

Continue along the walkway to the right and pass the main stairwell for now. Smash the containers to find hidden loot, then go under the building and pick up the loose studs.

Freeplay Area



A container you smash near the building has a red circle underneath it, which means there is a hook somewhere above. Use a character with an ascension gun to get to the ledge above.

Once there, follow the ledge to the back wall, collecting studs along the way. Use the dark side of the Force to open the window then toss in a thermal detonator.

This breaks the equipment inside and creates loose pieces on the ground for you to assemble into a LEGO canister. Exit the room and drop down to a lower ledge to the left to find more valuables.

Drop down to the right of the stairs and use a thermal detonator on the shiny debris to uncover lots of hidden loot.

Caution

Be careful when you walk along the edge of the path. If you fall off, you die.

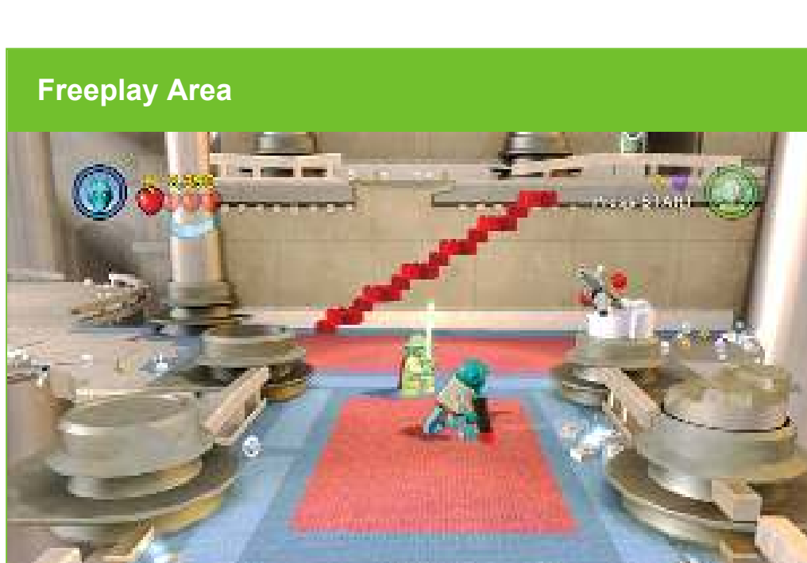
Head for the stairs. Use your lightsaber to deflect enemy shots back at those disguised clones, then pick up the studs on both sides of the stairs.

Use the Force to pull the giant doors off these hinges and lay them on the ground. Smash them to bits and collect the loot, then head through the door.

Run down the broken hallway and collect the studs as you go. Use the Force to move debris out of your way, and smash the gray LEGO posts, revealing hidden loot.

When you reach the hall's end, chop up the clones. Use the Force on the red LEGOs at the hall's end to create stairs to the next level.

Freeplay Area



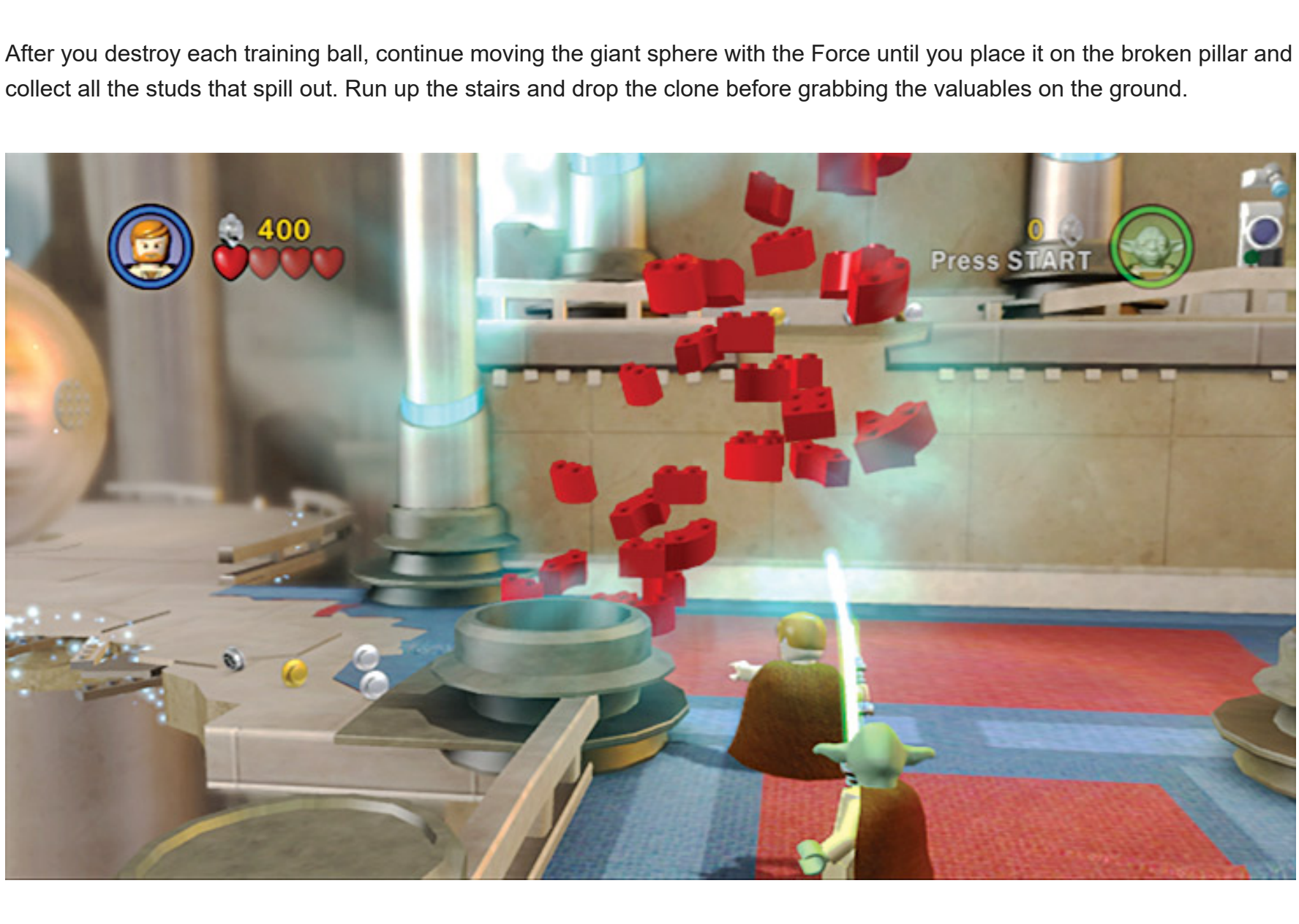
Use thermal detonators on the shiny tops on some of the posts to create some loose black LEGOs on the ground. Assemble the pieces to create a mouse droid that explodes, leaving behind lots of studs. Repeat this process for each shiny post top.

Before you climb the stairs, grab the loose studs to the right. Then head onto the platform to the left and get more loose studs.

Use the Force to move some debris in the back to reveal some valuables, and use the Force on the gray LEGO beams sticking out of the floor to the left to find studs.

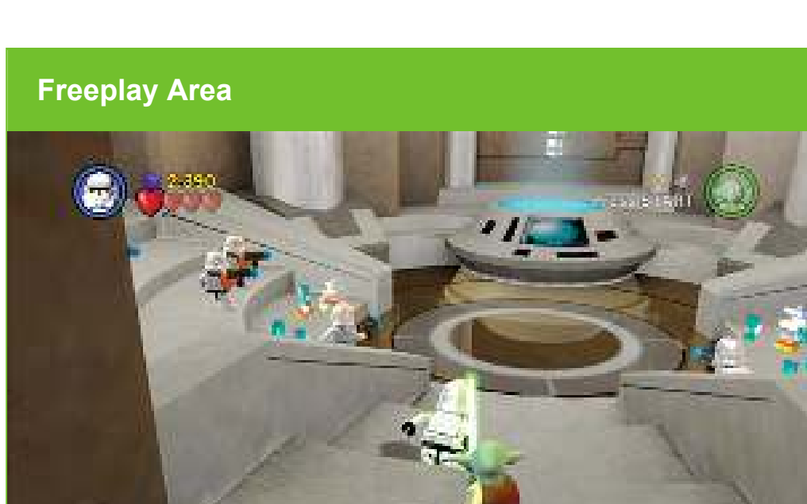
Stand as far back as possible; with your lightsaber ready, use the Force to lift the giant sphere. As soon as the three training balls underneath become active, drop the sphere and block the lasers coming from the balls.

After you destroy each training ball, continue moving the giant sphere with the Force until you place it on the broken pillar and collect all the studs that spill out. Run up the stairs and drop the clone before grabbing the valuables on the ground.



Create some stairs out of the loose LEGO studs.

Freeplay Area



Use a stormtrooper to access the activation panel. Head through the open door in the wall to find a room filled with enemies. Deflect the shots back at most of the shooters and chop down the rest.

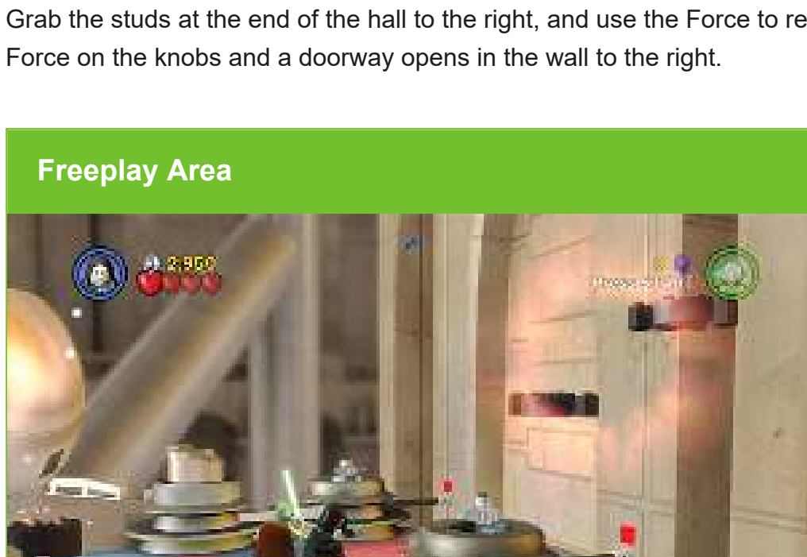
When the room is clear, search for hidden treasure. Grab the LEGO canister in the back of the room. Use the Force on all the items on the ground to reveal lots of studs; pick them up, then exit the way you came in.

Follow the upper walkway until it ends, then drop back down to a lower one. Run to the right and take out those clones. Use the Force on half the sphere behind you, and your partner will use it on the other half.

Together you make it whole again; use a double jump attack underneath it to break it into tiny pieces.

Grab the studs at the end of the hall to the right, and use the Force to remove the red LEGO knob caps to the side. Use the Force on the knobs and a doorway opens in the wall to the right.

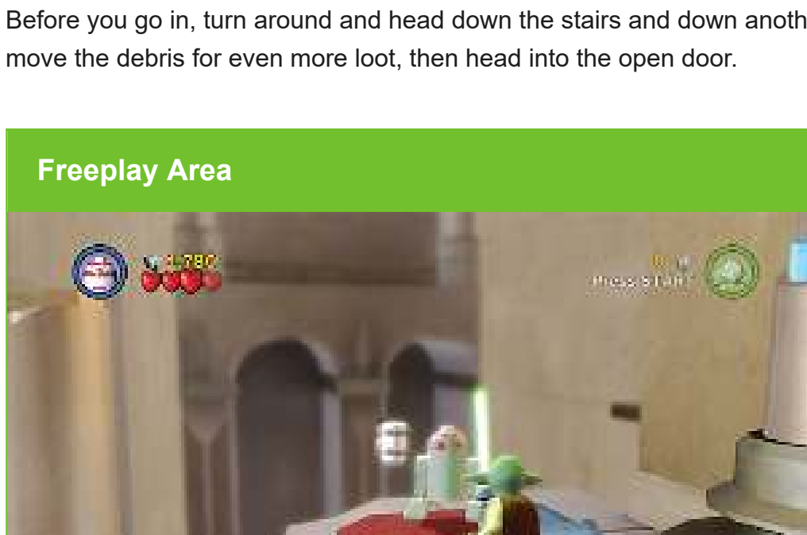
Freeplay Area



The red caps you pull off turn black. Use the dark side of the Force to stack them on the wall nearby. Use a super jump character to jump up the steps for some blue studs.

Before you go in, turn around and head down the stairs and down another hallway. Grab the loose studs and use the Force to move the debris for even more loot, then head into the open door.

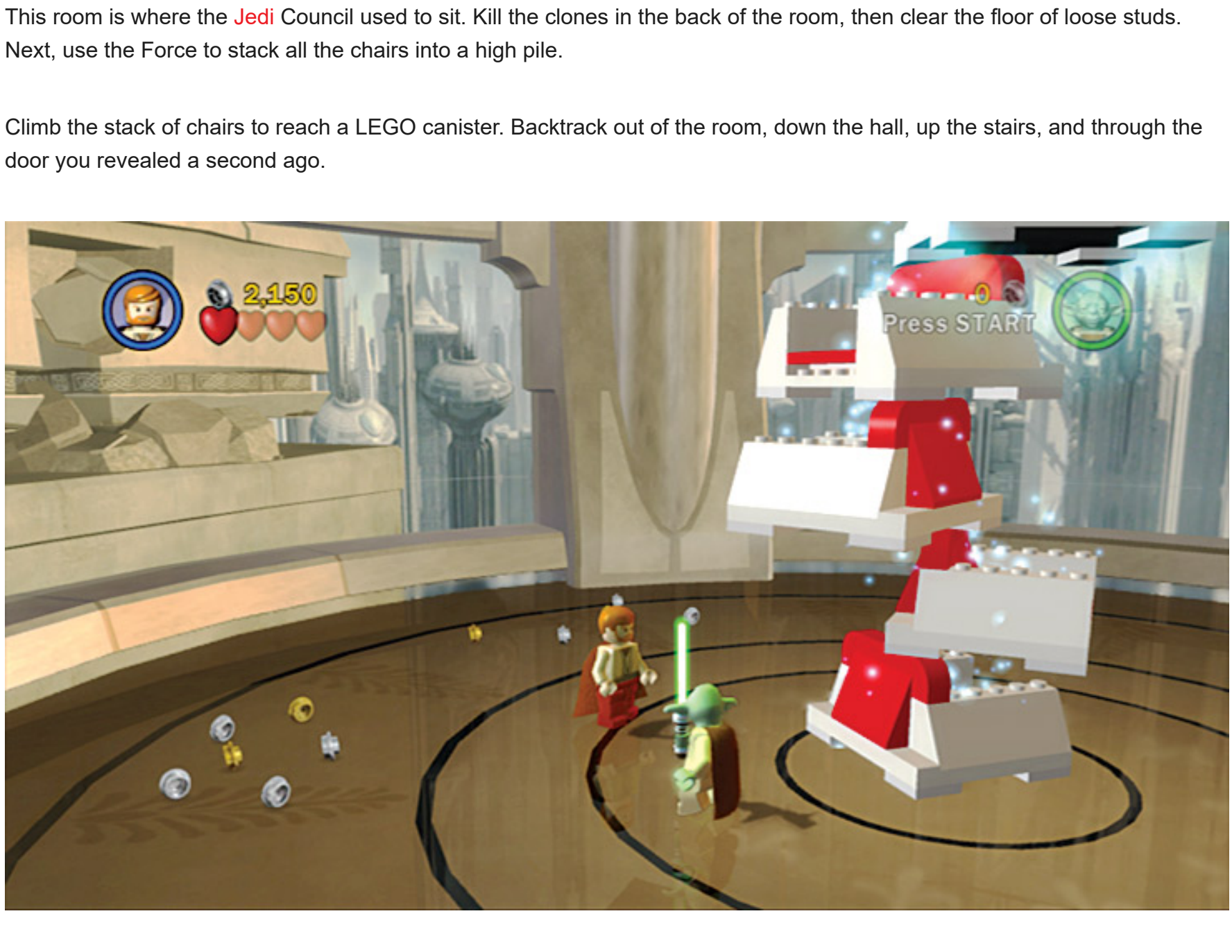
Freeplay Area



The LEGO canister to the right of the door is just out of reach. Use an astromech droid to hover out there and get it, then make it back safely to the ledge.

This room is where the Jedi Council used to sit. Kill the clones in the back of the room, then clear the floor of loose studs. Next, use the Force to stack all the chairs into a high pile.

Climb the stack of chairs to reach a LEGO canister. Backtrack out of the room, down the hall, up the stairs, and through the door you revealed a second ago.



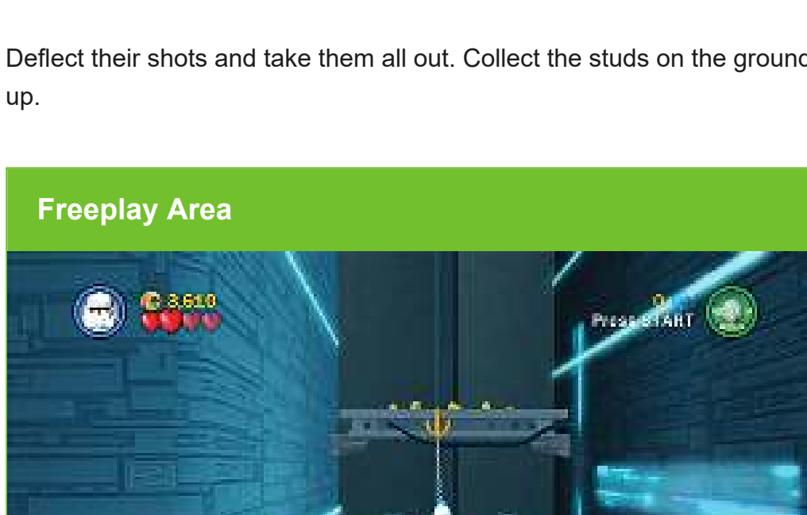
Stack the chairs in the room so you can reach the LEGO canister above.

Walk down the hall to the first intersection where clones come out to greet you. Hack them to pieces, then head into the area on the left and right.

Smash any small containers on the ground, then return to the hallway and collect the studs littering the ground. As you do so, more clones come around the next intersection and start shooting at you.

Deflect their shots and take them all out. Collect the studs on the ground, then smash the box in the hallway to get a power up.

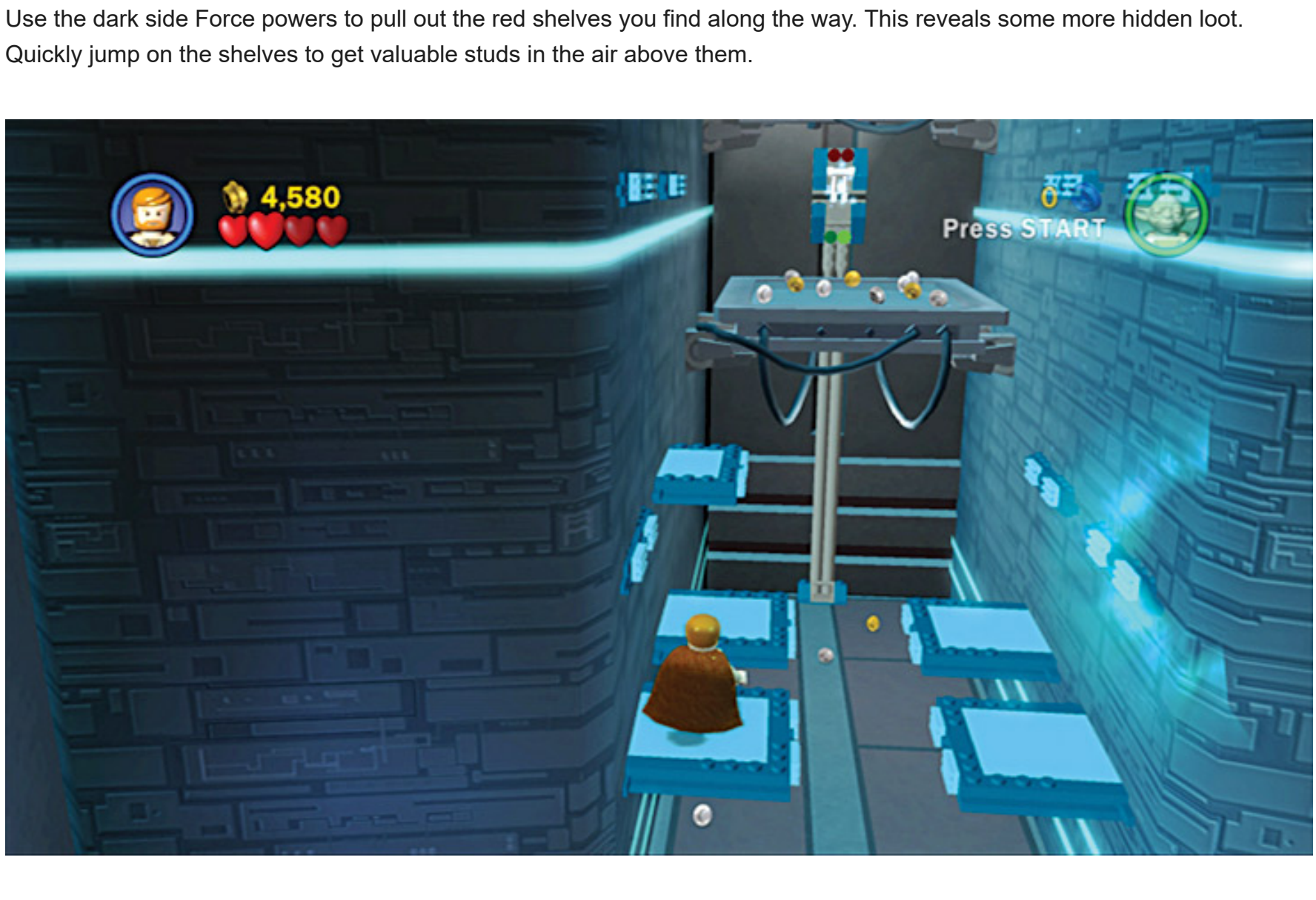
Freeplay Area



Head into the left area of the second intersection to find a red circle on the ground. Switch to a character with an ascension gun and grapple to the ledge overhead to collect some major studs.

Drop to the ground and head to the area across the way; use your ascension gun again to reach a ledge high above. Fill your pockets with studs before going on.

Use the dark side Force powers to pull out the red shelves you find along the way. This reveals some more hidden loot. Quickly jump on the shelves to get valuable studs in the air above them.



Use the Force to pull platforms out of the wall to jump on.

After you head down the hall again, more enemies come around the corner of the next intersection. Once again, use your weapon to deflect their shots back at the shooters to take them out.

Collect the studs on the ground, then smash the box around the corner to the right for more valuables. Return to the hall and follow it into the next room.

When the hallway widens, look to the left and right for valuable blue studs on the ground. Run into the room and smash all containers on the ground for hidden goods.

Head into the room in the back right. Use the Force to pull out all the shelves and collect all the studs that fall to the ground.

After you clean the room, use the Force to pull out the two bottom rows of shelves. Jump on the first shelf and pull out the next highest shelf closest to the back wall.

Quickly jump to it before the shelf you're standing on goes back into the wall. From the second shelf, jump to the platform in the back of the area and use the Force to pull the switch.

Use the Force to pull out the shelf in the wall at your level. From there, jump the ledge above the switch to get a LEGO canister.

Drop to the ground and run to the room next door. Use the Force to pull out the first set of shelves and jump on top of them. Use the Force to pull out the next set of shelves above, and jump across the room to the shelf on the opposite wall.

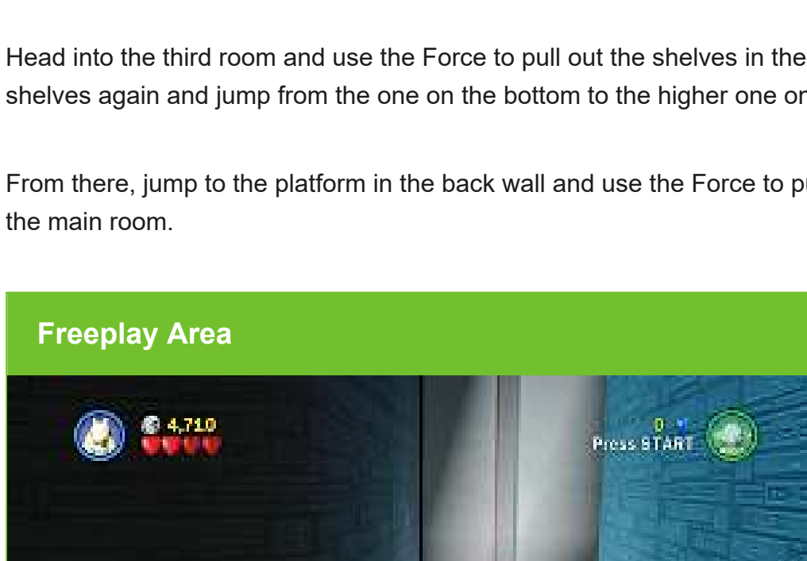
Use the Force again to pull out another set above you, then jump to the shelf above you on the opposite wall. Continue to pull out shelves until you can jump to the top platform against the back wall.

Step on the red floor button to get rid of the shield on the platform below you. With the shield gone, drop to that platform and use the Force on the switch.

Head into the third room and use the Force to pull out the shelves in the wall; collect the loot hidden inside. Now pull out the shelves again and jump from the one on the bottom to the higher one on the opposite wall.

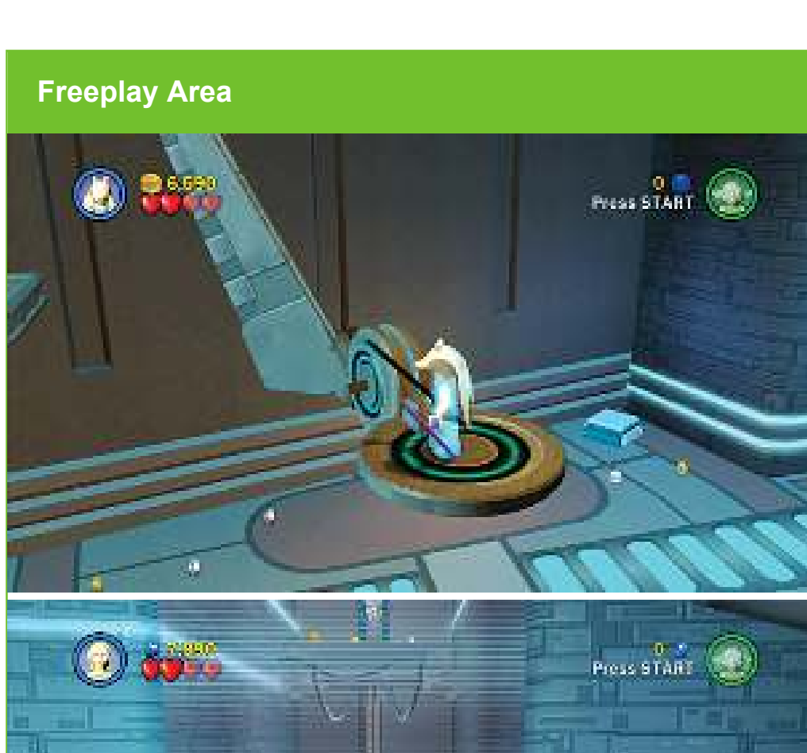
From there, jump to the platform in the back wall and use the Force to pull the switch. Pulling all the switches opens a door in the main room.

Freeplay Area



The LEGO canister above your head is too high to reach; use a super jump character's great leaping ability.

Freeplay Area



After you've pulled the first three switches, a small platform lowers near the first room with shelves you entered. Switch to a super jump character and jump on top of it.

From there, jump to the walkway on the left. Follow the walkway to the end and collect the studs as you go.

Jump on the railing at the walkway's end, then jump over the shield blocking the room to the left. Use the protocol droid in your party to access the control panel on the wall and deactivate the shields in the area.

Switch to a Jedi and pull the shelves out of the walls. Now use a super jump character again to jump to the shelf and then to the platform on the back wall. Use the Force again to pull the switch there.

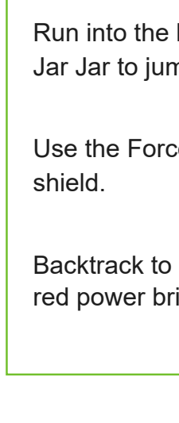
Move into the next room and use the Force to pull out the shelves in the wall for hidden treasure. Switch to a character with an ascension gun, and use the red circle on the ground to grapple to the ledge above.

Switch to Jar Jar and jump to the next ledge; step on the red floor button to deactivate the small shield below you. Drop back down to the previous platform and use the Force to activate the switch on the wall.

Run into the last room and use the Force to pull out the shelves for even more loot. While the shelves are still out, use Jar Jar to jump from there to the platform in the back wall.

Use the Force again to activate the switch on the wall and lower a platform in the area where you jumped over the shield.

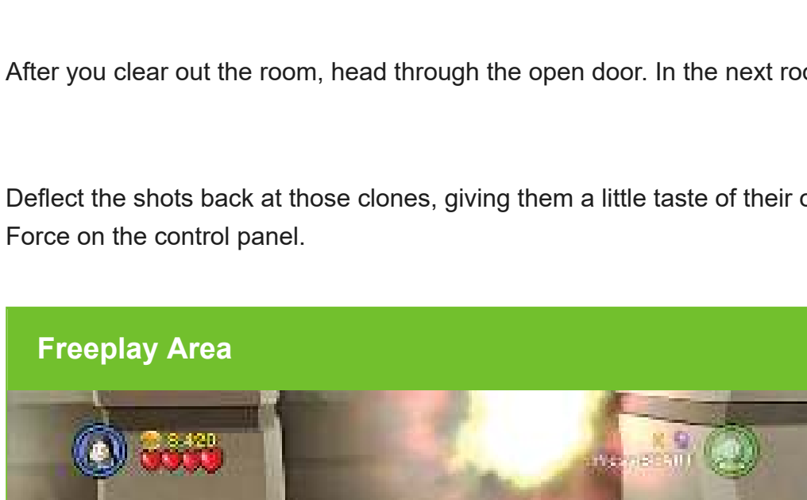
Backtrack to the upper walkway, then use a super jump character to jump to the new platform and into the air to grab a red power brick.



After you clear out the room, head through the open door. In the next room, you are immediately greeted with enemy blasters.

Deflect the shots back at those clones, giving them a little taste of their own medicine. Head to the room's right and use the Force on the control panel.

Freeplay Area

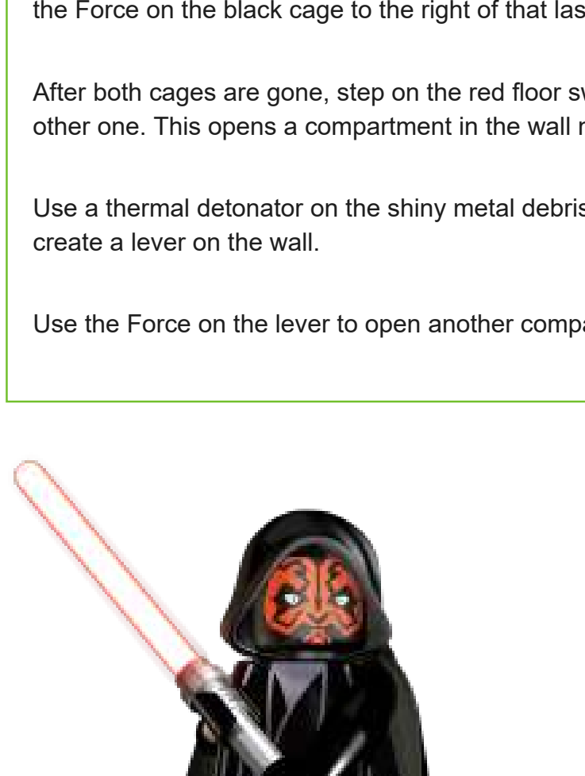


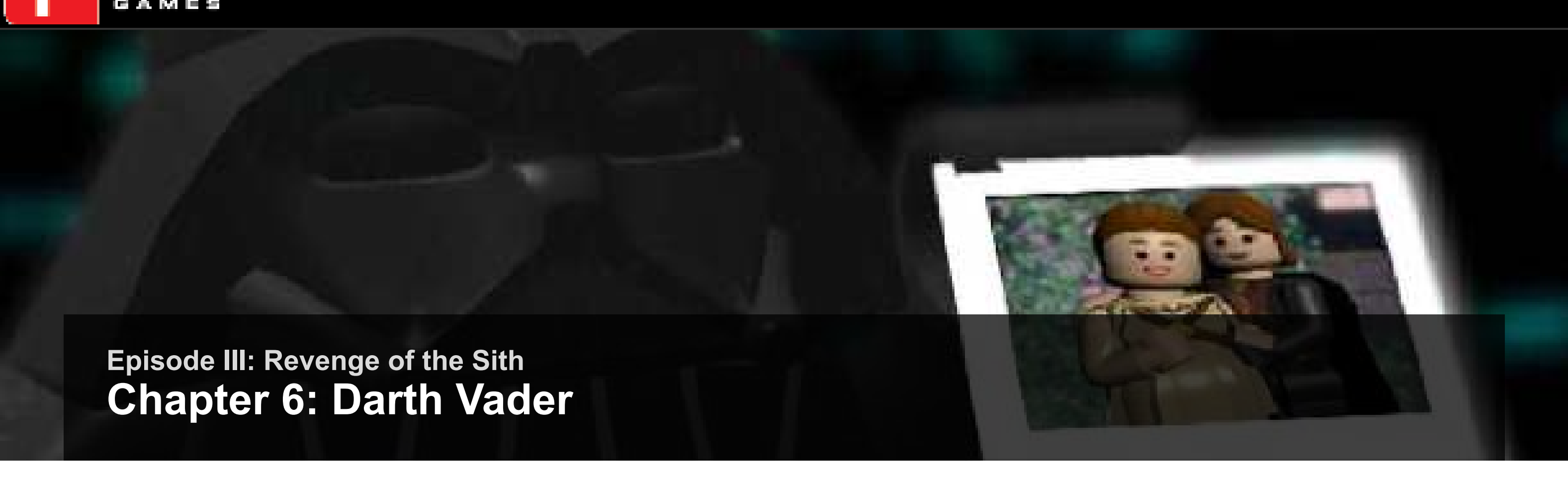
With the room enemy-free, run to the left wall and use a thermal detonator on the cage on the wall. Use the dark side of the Force on the black cage to the right of that last one.

After both cages are gone, step on the red floor switch that was hidden underneath and your partner will step on the other one. This opens a compartment in the wall nearby.

Use a thermal detonator on the shiny metal debris in the compartment, then assemble the LEGOs left on the ground to create a lever on the wall.

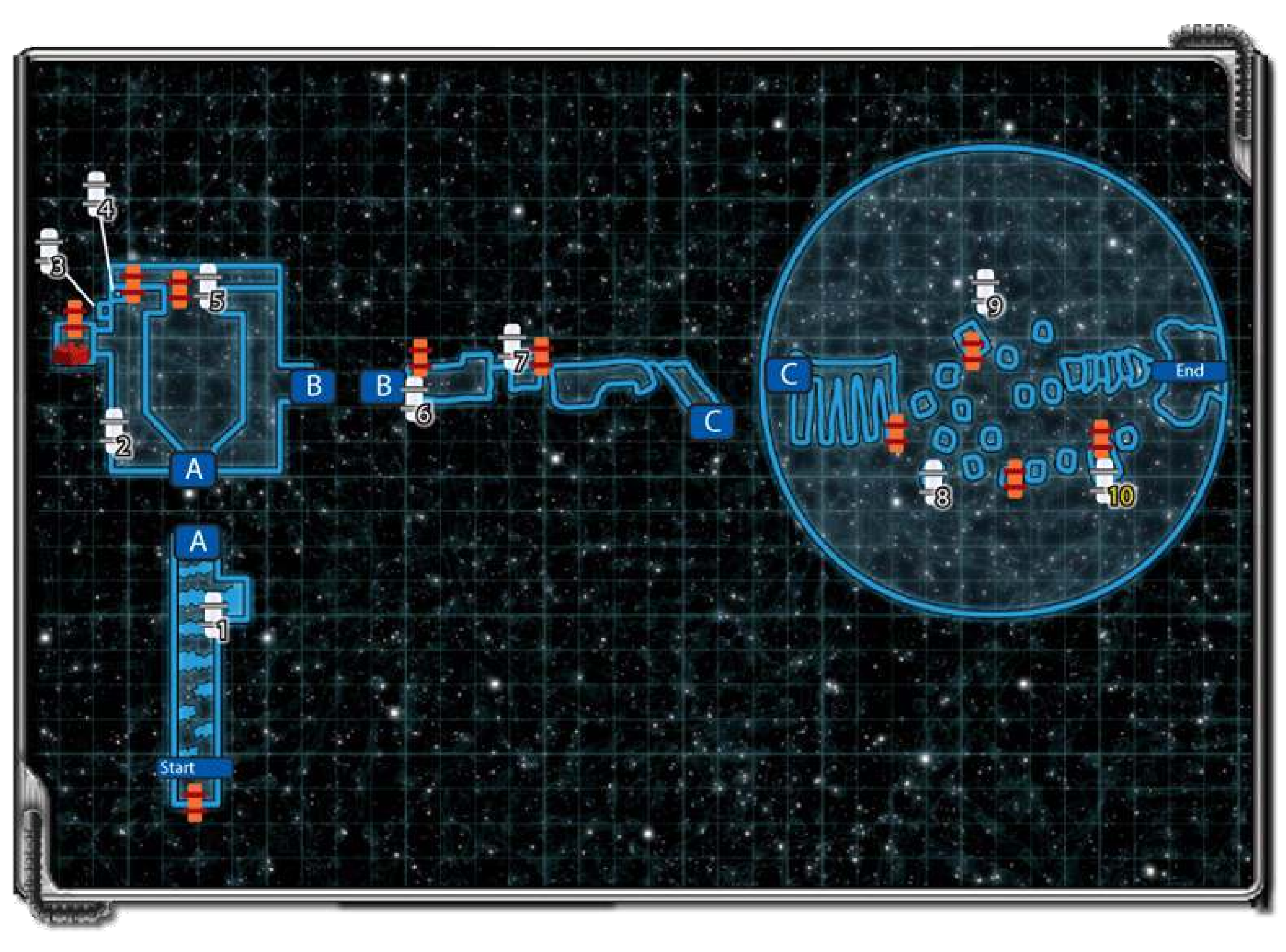
Use the Force on the lever to open another compartment to the right where you can grab a LEGO canister.





Episode III: Revenge of the Sith

Chapter 6: Darth Vader

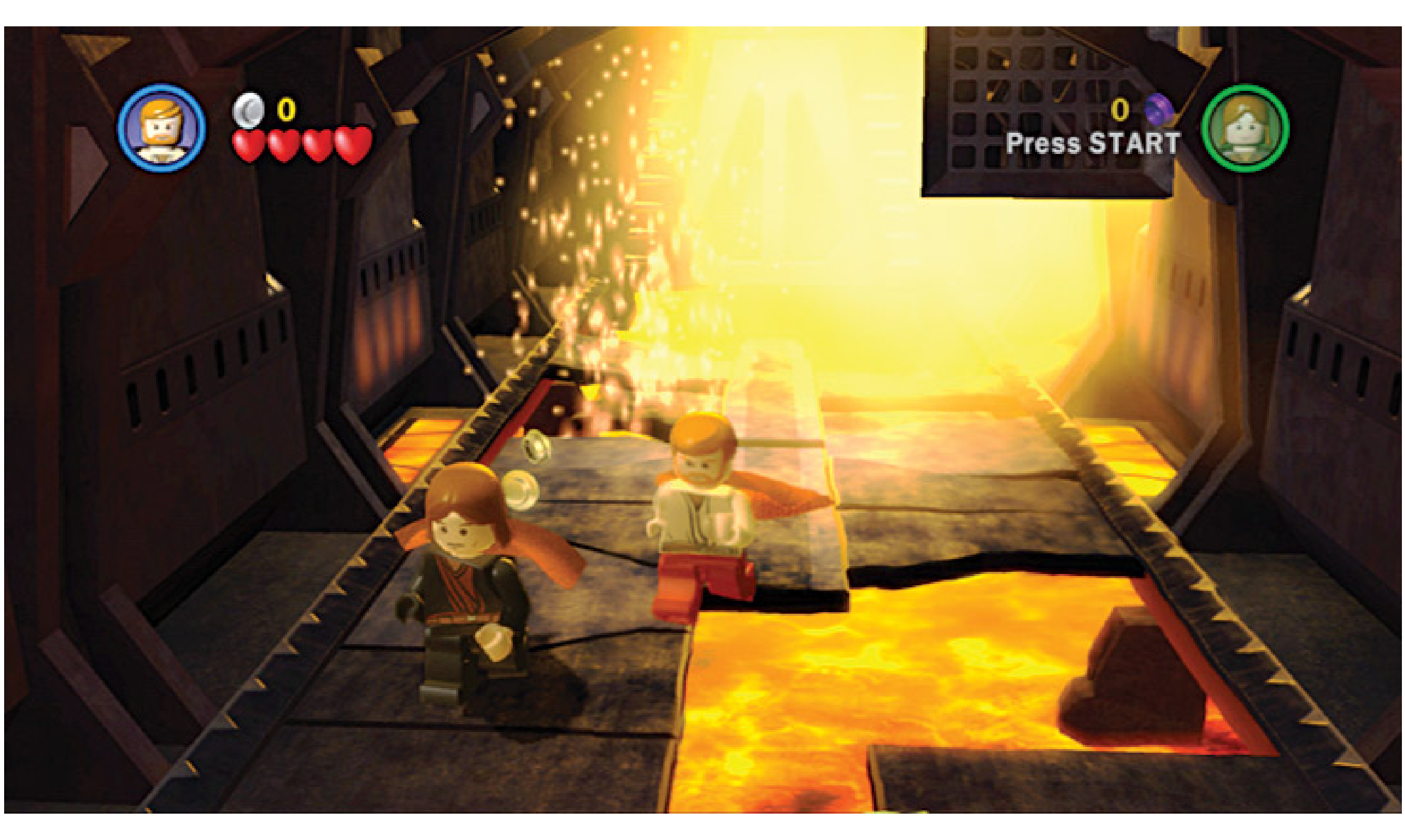


LEGEND

- 1 Check the wall on the left near the end of the crumbling walkway.
- 2 Use the Force on the center two levers on the left wall to break the large screen in the wall.
- 3 Use the Force on the last lever on the left wall to open a secret compartment.
- 4 Smash the yellow and gray wall covering in the back left corner of the room.
- 5 Run to the very back of the room.
- 6 Go left after you exit the collapsing room.
- 7 After you and your partner step on the white floor switches, a platform lowers to the right.
- 8 Jump to the right across the small platforms floating on the lava.
- 9 Jump across the floating platforms to the left.
- 10 From the island where you have your final showdown, use an astromech droid to float to a tiny island to the right. From there you can jump to a bigger island to the right.
- 🟥 Use an astromech droid to open the door along the left wall in the collapsing room and enter the room beyond.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

All that time trying to teach Anakin the ways of the Force and what does he do? Uses it for evil and to cut down your Jedi friends.

You're on the world of Mustafar to teach him that the dark side of the Force doesn't pay. Unfortunately, before you can dole out your justice, Anakin takes off running down the hallway.



Jump over the holes in the floor or you'll end up in the lava below.

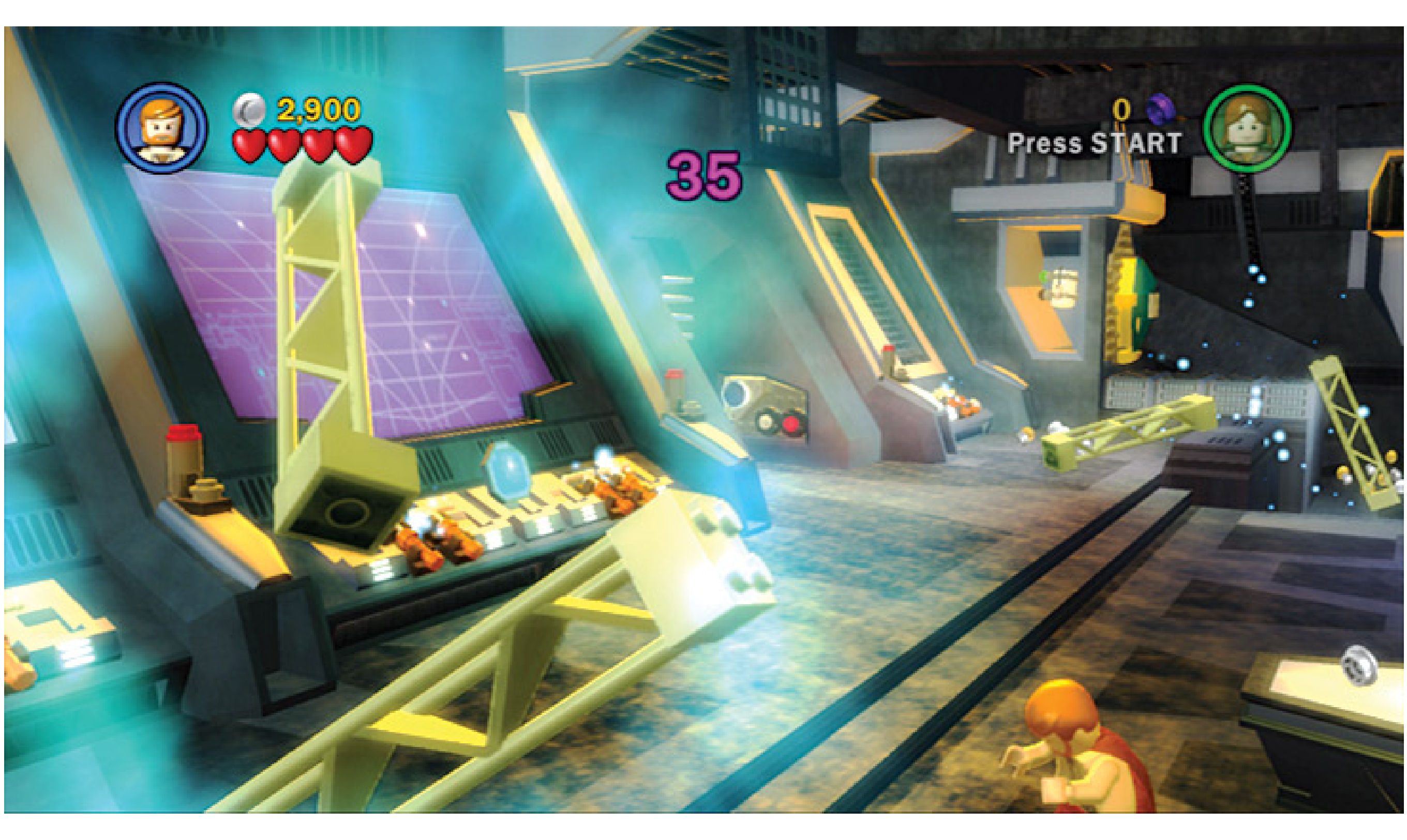
After you enter the hall, Anakin has another reason to run. The hallway you're in starts to collapse into the molten lava below you. Follow Anakin along the left wall as he runs toward the screen and away from danger.

Some of the floor in front of you has already fallen into the lava, so be careful and double jump over those parts. As you run, parts of the ceiling and wall give way, spilling studs on the ground; collect them as you go.

Near the hall's end, quickly grab the LEGO canister next to the left wall. Don't stop running and jumping until you reach the next room or you fall into the lava and get cooked alive.

The next room is a mess. Parts of the ceiling have collapsed, and a timer at the screen's top tells you how much more time you have until the rest of the place is destroyed.

First, use the Force on the four support beams lying on the floor. Fixing each beam gives you an extra 20 seconds in the room.



Get those support beams up to give yourself extra time to explore the room.

Use the Force to activate the four levers along the left wall. After you activate the center two, the screen above shatters, spilling studs on the ground and revealing a hole behind it containing a LEGO canister.

Activating the last lever on the left opens a secret alcove behind it where you can fill your pockets with LEGO studs and a LEGO canister.

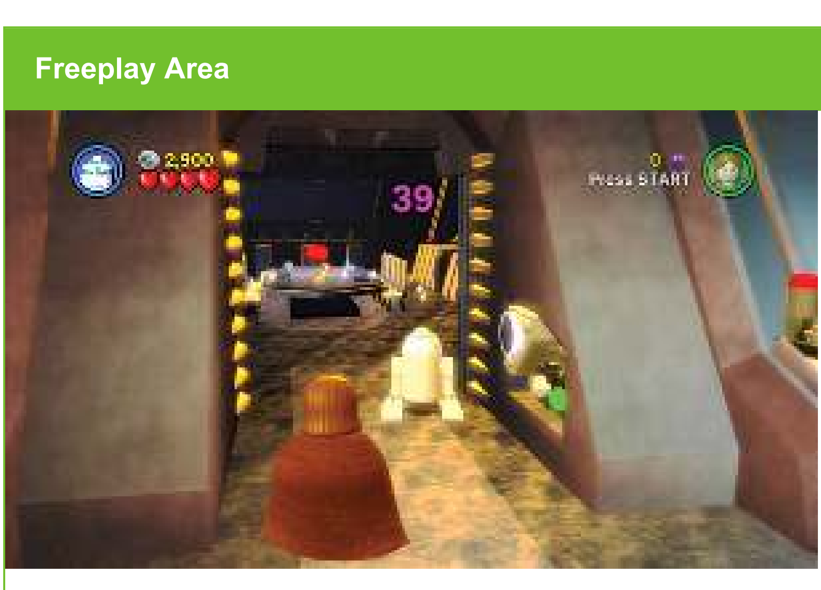
Near the back of the room is a LEGO canister behind some protective glass. Smash the yellow and gray LEGO cover with your lightsaber to create an opening.

Grab the canister inside. Continue to the back of the room for a large stash of studs and another LEGO canister.

Head along the room's right side and activate all the switches. Grab the studs that spill out from the shattered screens.

Around the room are consoles that have little red knobs; use your double jump attack on these to find even more loot.

Freeplay Area



Only an astromech droid can open the door in the left wall. Have the droid access the control panel and the door in the wall opens. Go inside to collect LEGO studs and a LEGO canister.

The room's exit is in the right wall, but it's blocked. Make sure you have at least 20 seconds before you attempt to flee. Use the Force to remove the four beams blocking the door.

When the door is clear, use the Force on one of the locks on the door's side, and your partner does the same on the other. When the door is open, run through.

The battle with Anakin continues after you make it back outside—until Anakin gets frightened again and runs for it.

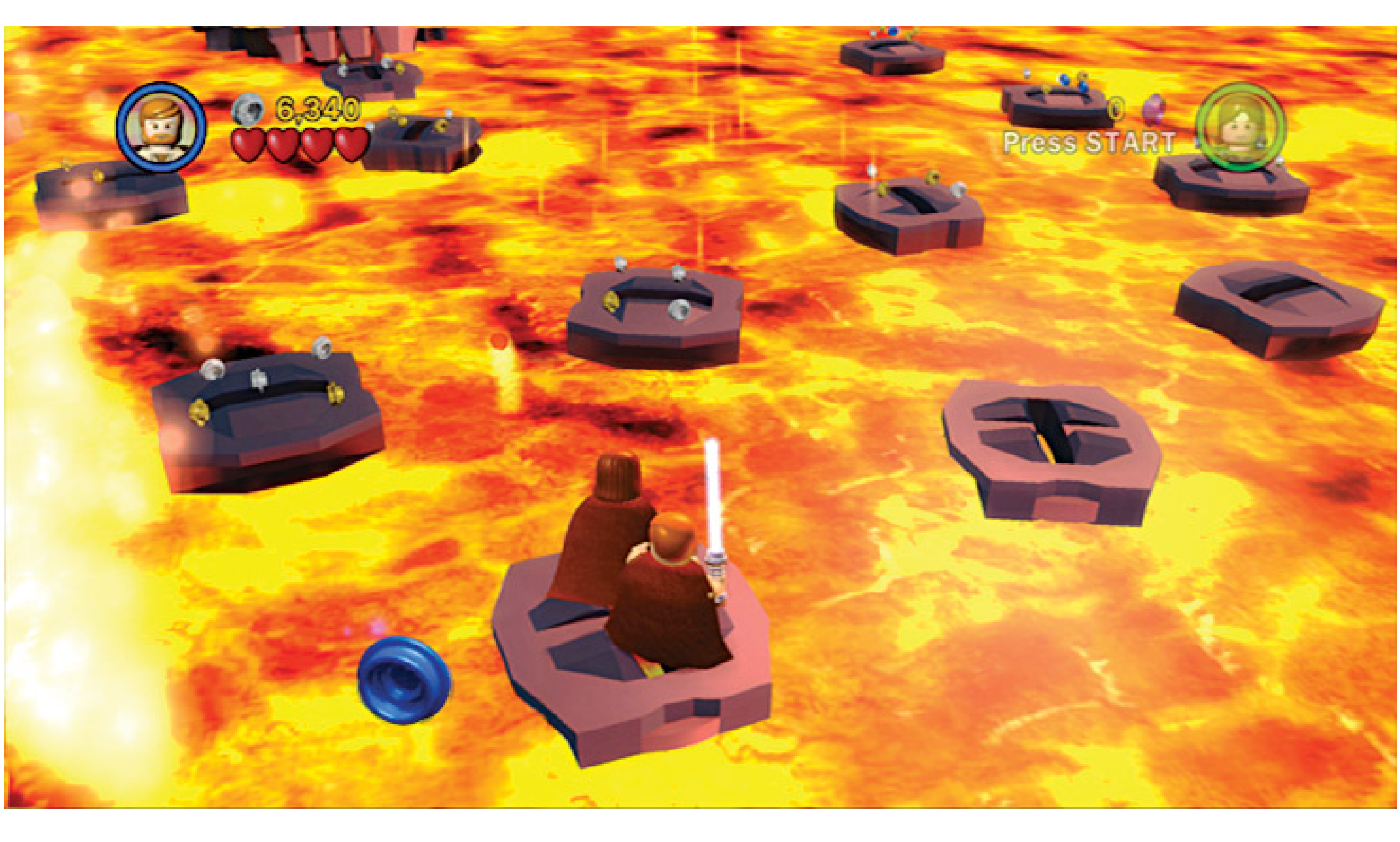
Grab the LEGO canister next to you and follow him, because the walkway you're on is about to collapse. If you don't go fast enough, you plunge to a fiery demise.

Run to the right and use the Force on the LEGOs in the wall to reveal some loot. Next, smash the equipment in the wall so both you and Anakin can step on the floor buttons that were under the equipment.

Jump on the platform that lowers, grab the LEGO canister behind it, then jump to the walkway on the other side.

After you reach the walkway, use the Force to turn the yellow knob on the wall to cut off the steam blocking your path. With the steam gone, you can continue to the right until you find two red bolts on the ground.

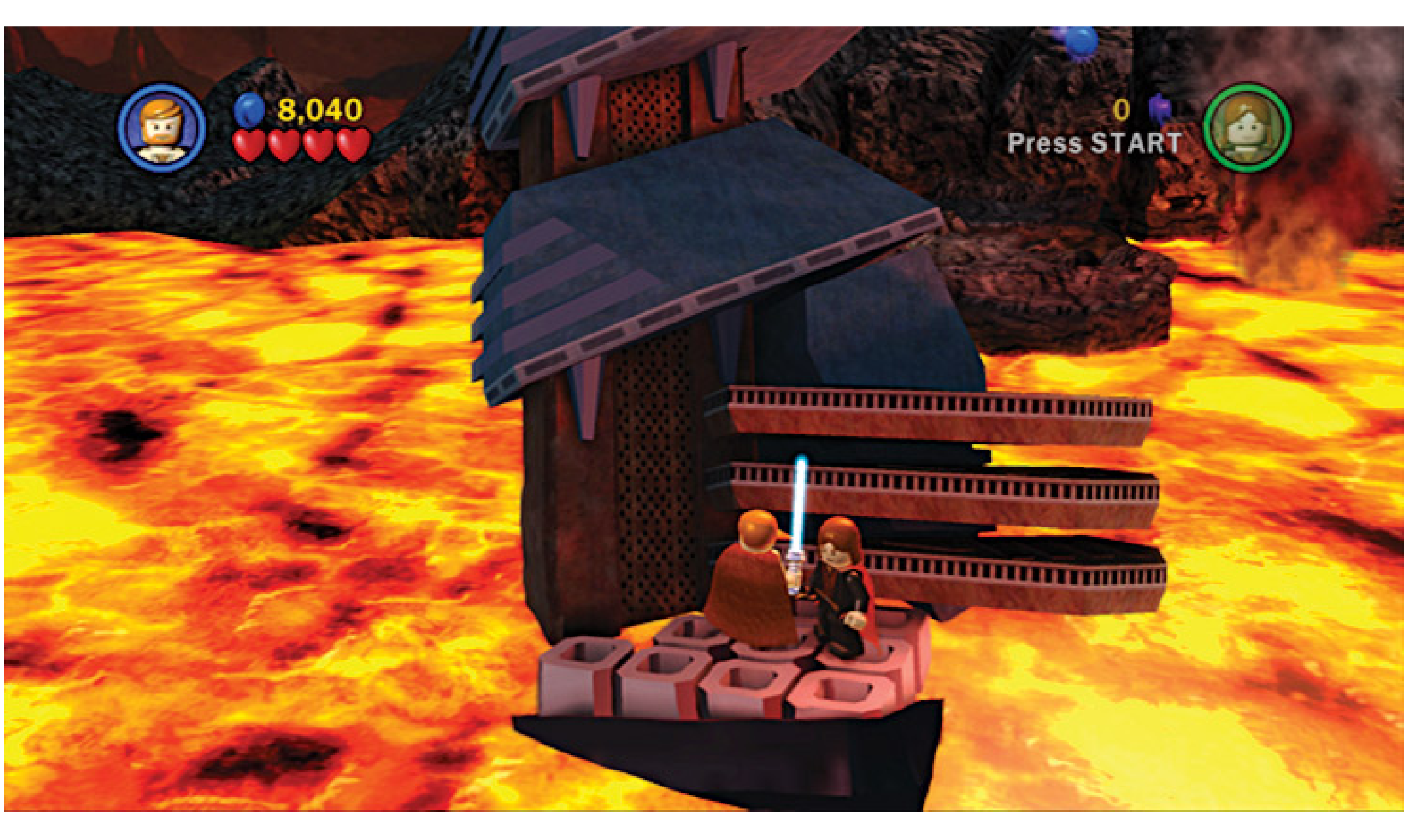
Use the Force to reattach the bolts to the large dial in the wall. Then use the Force to turn the fixed dial, which brings up a new part of the walkway to the right; cross it.



Don't stand on an island for too long because it sinks into the lava.

Your fight with Anakin takes you to a piece of the building that's going under. Jump across the beams still sticking out of the lava and jump to one of the small rocky platforms floating at the end.

When you land on one of the platforms, keep moving because they slowly slip into the lava. Jump on the platforms to the right until you get the LEGO canister.



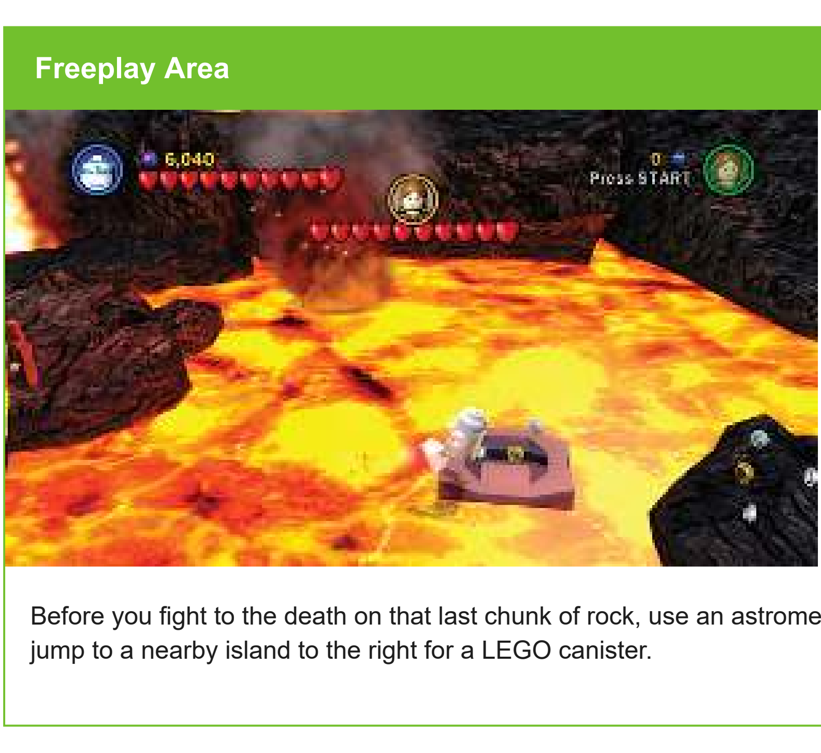
Jump up the chunk of building as it slips away.

After you grab the canister, follow the remaining platforms to the left. Jump from platform to platform until you find a solid chunk of metal sticking out of the lava. Jump to the floating platform to the left for another LEGO canister.

Jump back to the chunk of metal you came from and hop to the large chunk of building still sticking out of the lava. It starts to collapse into the fiery substance, making it easy for you to jump up its side.

As the bottom sinks away, keep jumping until you reach the top. From there, jump to a tiny stone island in front of you.

Freeplay Area



Before you fight to the death on that last chunk of rock, use an astromech droid and fly to a tiny island to the right. Then jump to a nearby island to the right for a LEGO canister.

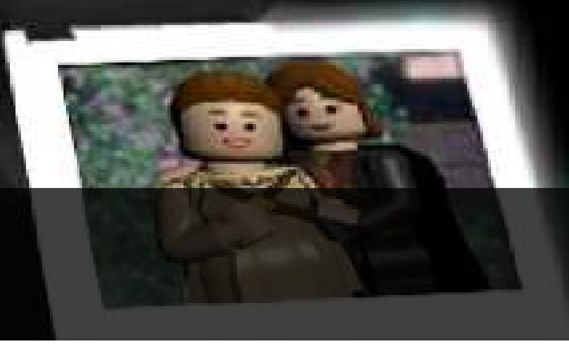
This is it, the final showdown. Unfortunately, you don't have much time to battle it out because parts of the island keep slipping into the lava. You must work fast. As soon as the battle starts, hit Anakin with a jump attack.

Don't let up; just keep using the jump attack against him. After a few hits, move to the island's rear because that is the last part that will fall away.

This gives you more time to fight. Keep hitting Anakin until all his health is gone.

Note

You can play the final battle as Anakin, but the results will be the same…Anakin gets cooked.



Episode III: Revenge of the Sith

Episode III Bonus

The bonus section contains three parts. The first part requires you to play through all chapters of Episode III in less than one hour while collecting 100,000 studs.

The second part has you fighting through Mustafar to collect one million studs in under five minutes. And the third part has you flying along the forest floor of Kashyyyk gathering one million studs in under five minutes.

After you successfully complete each part, you get a gold brick added to your collection. If you don’t complete a mission in the allotted time, you just have to play again until you do, if you want to earn that brick.

Super Story

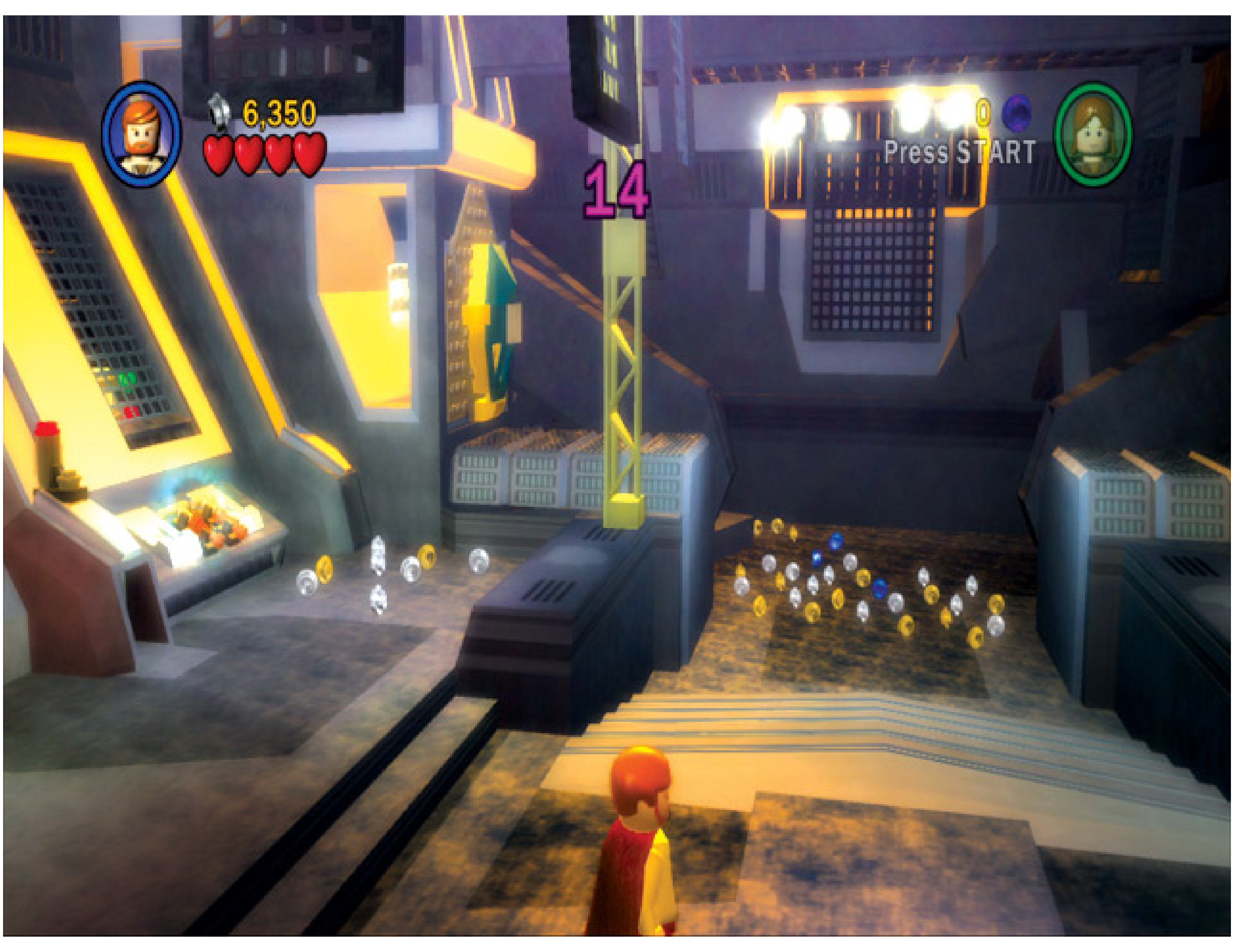
The super story in this bonus chapter is nothing new.

You are simply running through the previous six missions: “Battle over Coruscant,” “Chancellor in Peril,” “General Grievous,” “Defense of Kashyyyk,” “Ruin of the Jedi,” and “Darth Vader.”

The challenge this time is that you have to play through all six chapters consecutively while grabbing 100,000 studs in less than an hour. Because you’ve already played through these missions, you should have a good feel for them.

Don’t waste time in areas where you aren’t going to find many studs or that are way off the beaten path. As you move, be sure to hit the areas that have blue studs or many studs in a centralized location.

When you reach your stud goal, you can concentrate on getting through the levels quicker so you can finish in less than an hour.



The collapsing room in the chapter “Darth Vader” has a lot of loose studs on the ground.

Character Bonus (Mustafar)

As the Republic struggles to deal with the Trade Federation threat, and the evil Sith plan to destroy the Jedi, daily life goes on across the galaxy.

On the volcanic Mustafar system in the outer rim, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It’s the desperate, ruthless life of a world in turmoil….

You start this adventure on the fiery world of Mustafar where you have five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style, so you can choose the main character you want to play and the game picks the rest of your playable characters, all of whom have different abilities.

Try to play this mission with a ghost character who is impervious to attack, but if you don’t have one yet, a Jedi will work just fine.

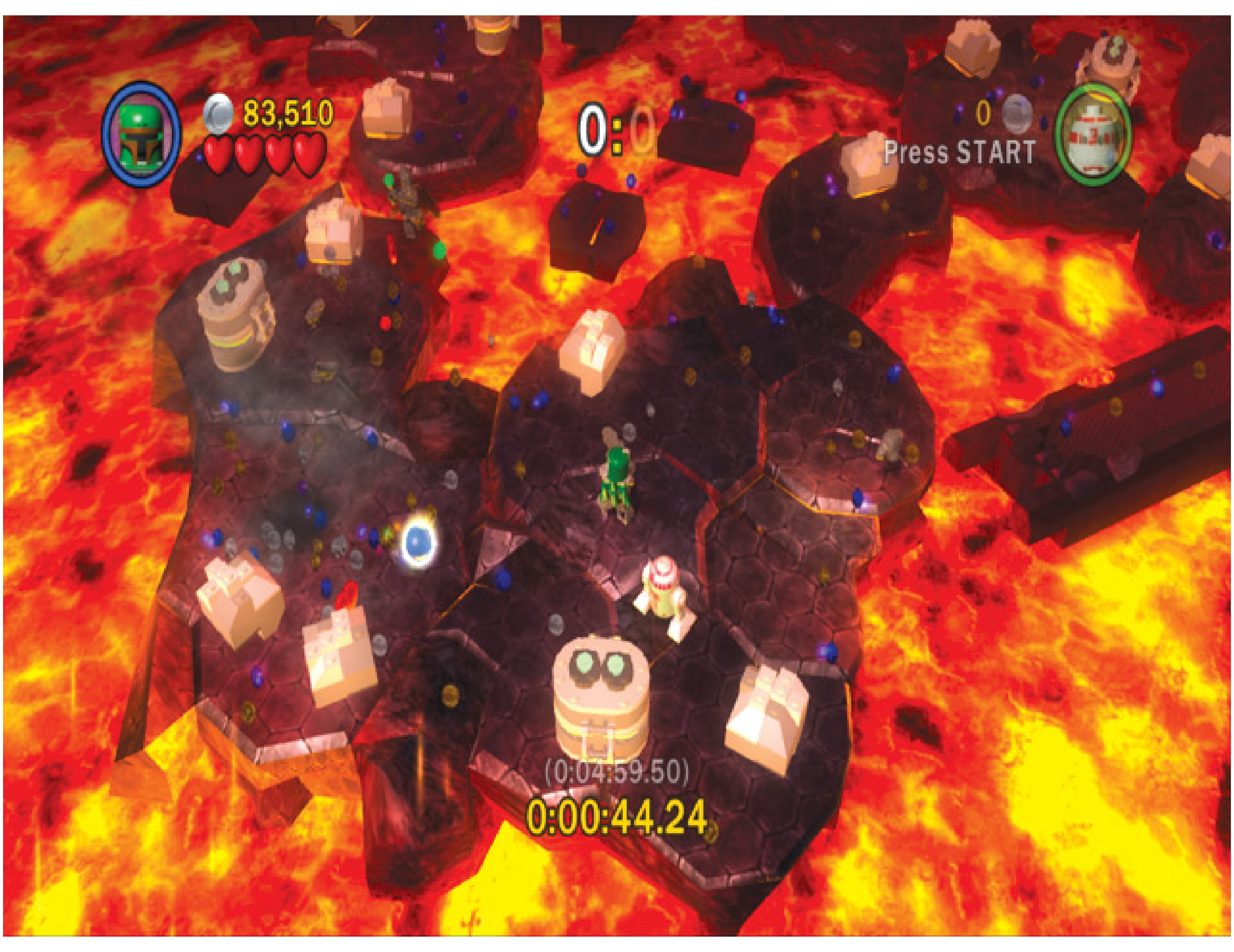
After you start the mission, smash the containers next to you and collect the loot. Run to the left and double jump attack in between the three containers on the ground. Collect the studs that spill out as well as the power up.

Run around your little island area smashing more containers and dealing with any pesky enemies that get in the way. When your power up is about to run out, return to the set of boxes where you found the last one.

Smash the containers, get the studs, and grab the power up. Continue to smash all the containers near you until you reach your goal.

Note

There is a lot more to this level if you feel like exploring. Jump along the tiny rock islands floating out in the lake of lava. Collect the loose studs and smash all the equipment that you see.



Smash the three containers on the left of the rock island to get a valuable power up.

Minikit Bonus (Kashyyyk)

As the Republic struggles to deal with the Trade Federation threat, and the evil Sith plan to destroy the Jedi, daily life goes on across the galaxy.

On the Wookiee homeworld of Kashyyyk, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It’s the desperate, ruthless life of a world in turmoil….

You start this adventure on the forest floor of Kashyyyk. You have five minutes to collect one million LEGO studs. This mission is played in a Freeplay mode style so you choose the main vehicle you want to fly.

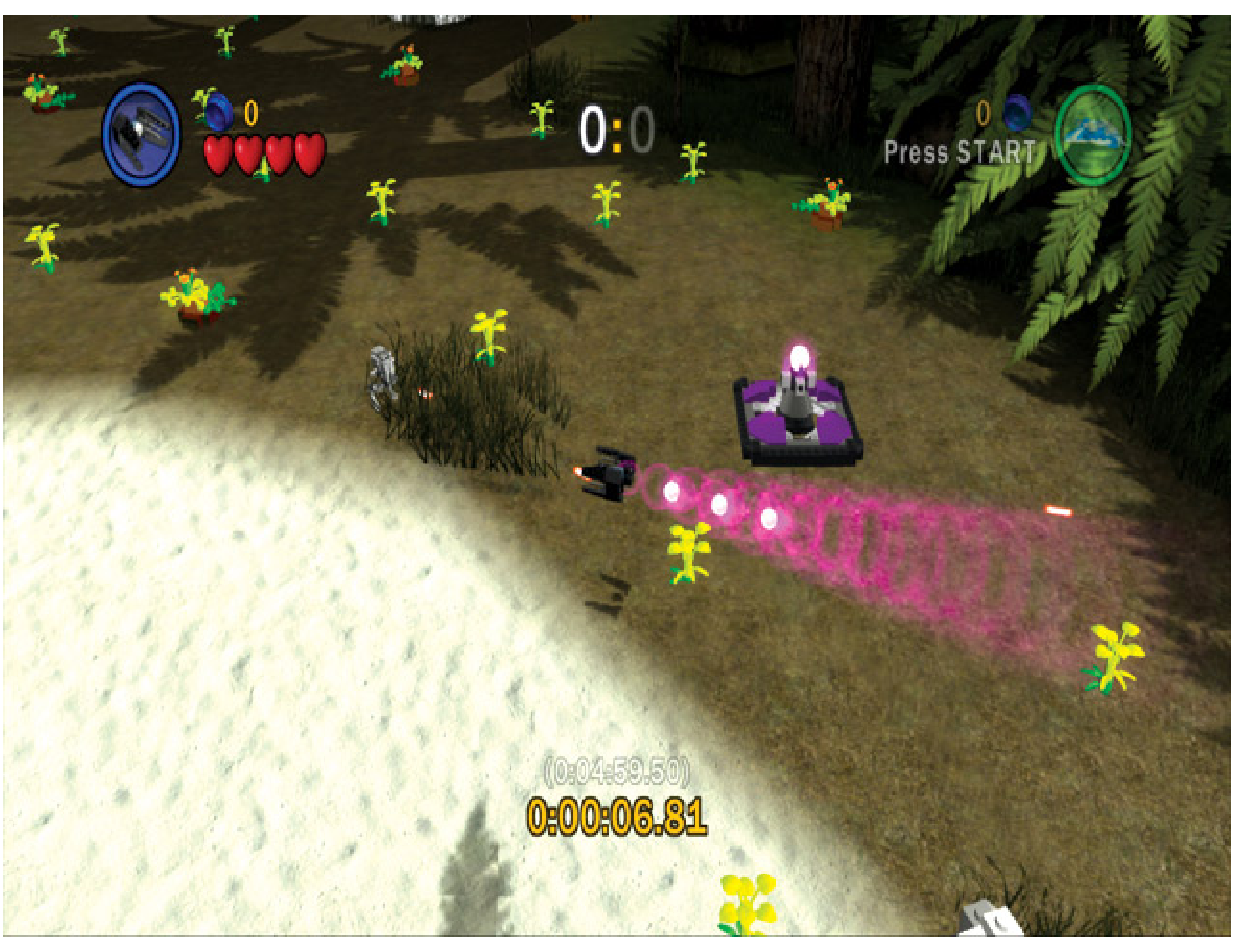
It is a good idea to use a fast vehicle like the TIE interceptor on this level because of its speed and power. Many enemies are flying around with you, constantly on your tail, so be quick.

Kashyyyk is covered with items that drop studs when destroyed, such as the large white containers and the LEGO vegetation.

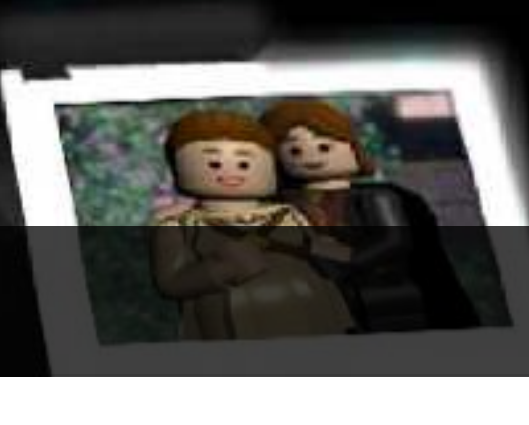
As soon as you start, fly to the right blasting everything in your path so you can collect the loose studs that litter the floor. You soon see a purple bomb dispenser; fly in close to grab three bombs.

Fly back the way you came and hit those large metal structures with your purple bombs as soon as a reticle appears over them. Once they shatter, collect the valuables that spill out, then fly around to find your next target.

As soon as you run out of purple bombs, return to the dispenser to get more. Be sure to keep blasting everything in your path and keep collecting studs until you reach your goal.

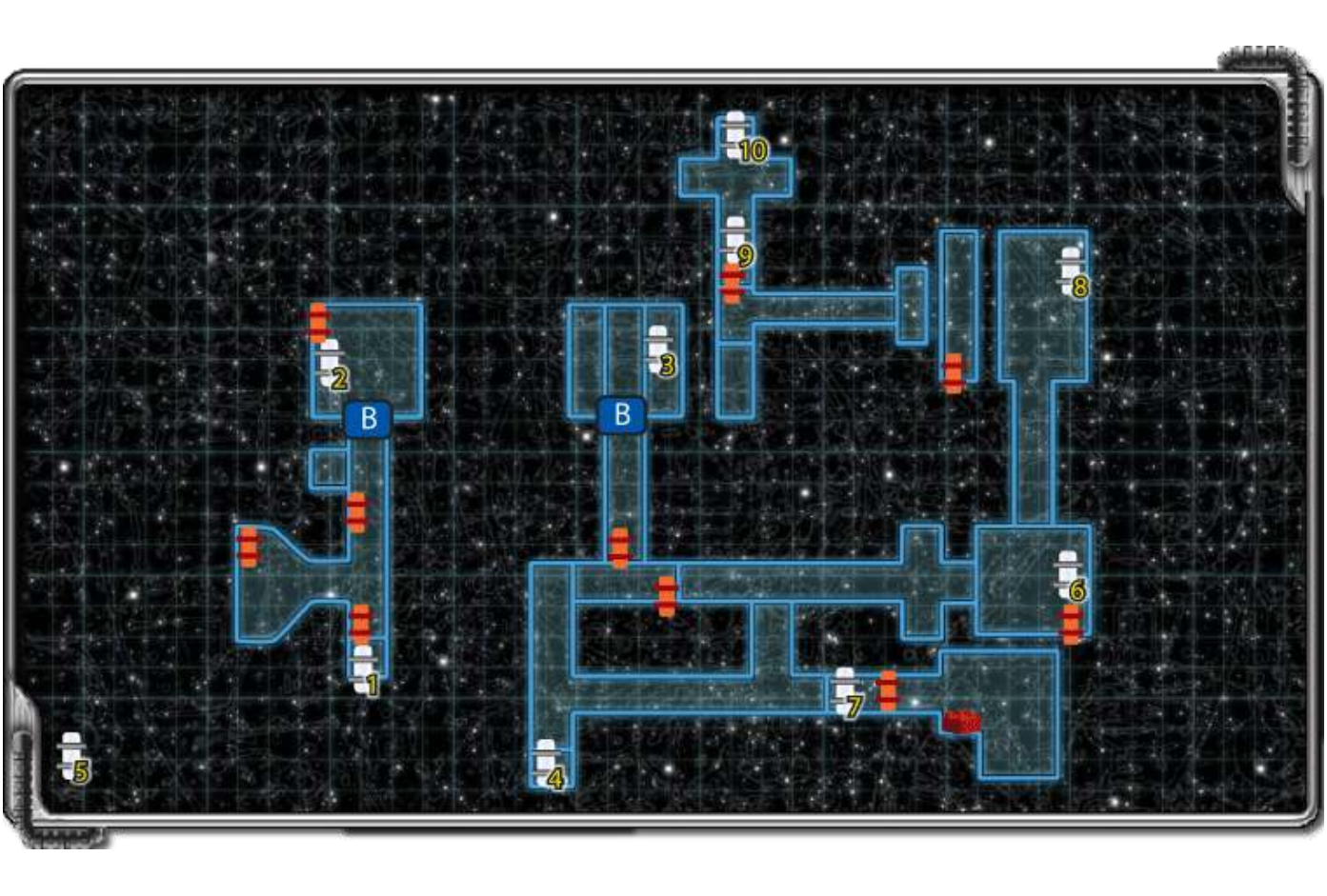


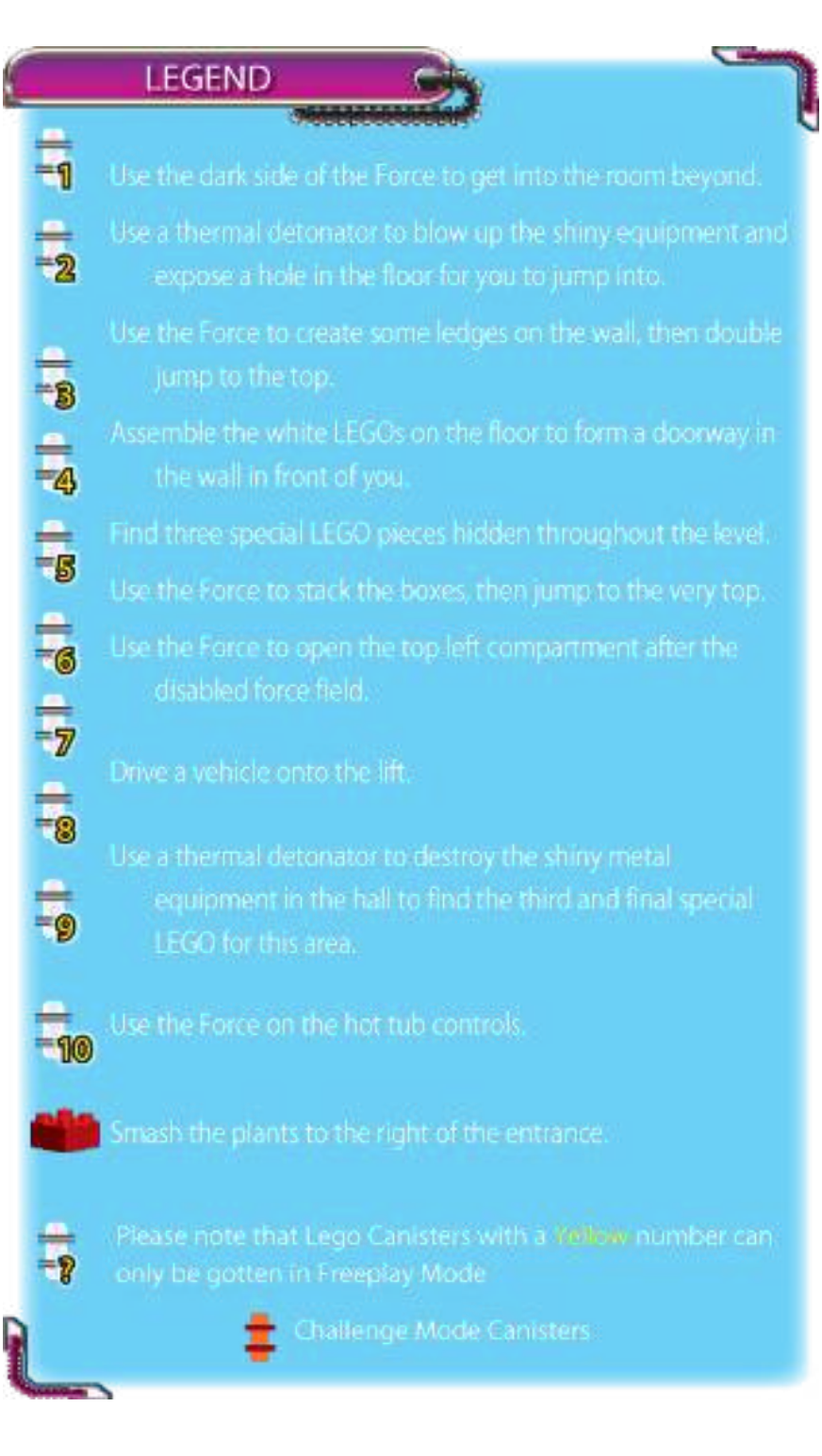
The purple bomb dispenser helps you reach your stud goal.



Episode IV: A New Hope

Chapter 1: Secret Plans





LEGEND

- 1 Use the dark side of the Force to get into the room beyond.
- 2 Use a thermal detonator to blow up the shiny equipment and expose a hole in the floor for you to jump into.
- 3 Use the Force to create some ledges on the wall, then double jump to the top.
- 4 Assemble the white LEGOs on the floor to form a doorway in the wall in front of you.
- 5 Find three special LEGO pieces hidden throughout the level.
- 6 Use the Force to stack the boxes, then jump to the very top.
- 7 Use the Force to open the top left compartment after the disabled force field.
- 8 Drive a vehicle onto the lift.
- 9 Use a thermal detonator to destroy the shiny metal equipment in the hall to find the third and final special LEGO for this area.
- 10 Use the Force on the hot tub controls.
- Smash the plants to the right of the entrance.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

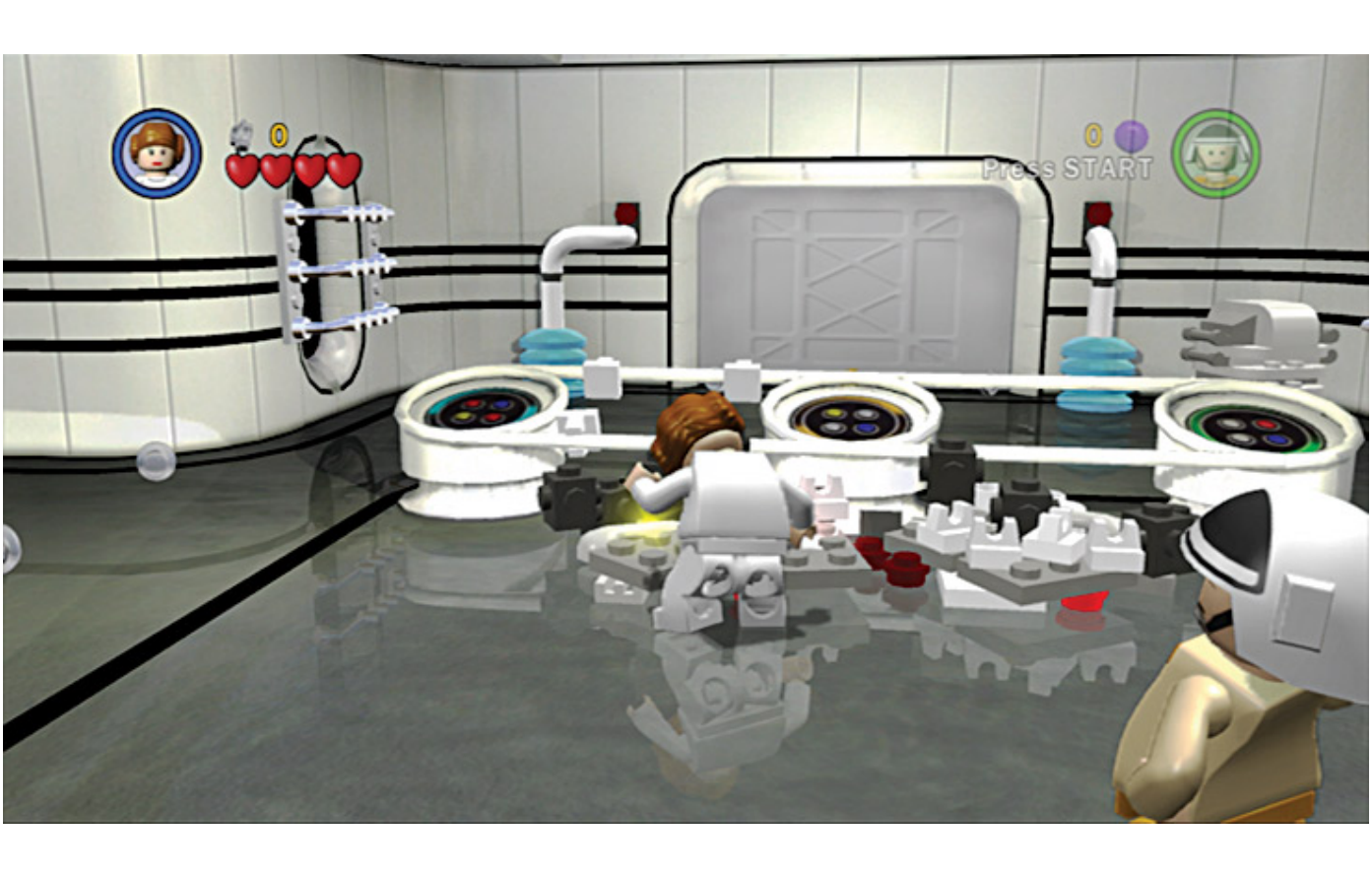
Challenge Mode Canisters

Smuggling stolen plans is no easy business for Princess Leia. That sort of job is best left to professional smugglers. Maybe she'll meet one someday, but for now, it's her responsibility to get the plans somewhere safe.

They must certainly be kept out of the hands of Darth Vader and his stormtroopers, who just boarded her vessel. Time to dump the evidence!

It's lucky for Leia that she doesn't have to do this on her own; trusted Captain Antilles is right by her side. Before you get moving, explore the room you are in. In front of you are two large piles of LEGOs bouncing on the ground.

Put them together to form the control panels nearby. After you complete each panel, LEGO studs spill onto the floor. Collect all the studs you find. This also opens the door in the distance.



Putting together the loose LEGO pieces to form the control panels not only produces hidden LEGO studs, but it also opens the door in the distance.

Freeplay Area

A metal grate covers holes on both sides of the room. Have a bounty hunter use a thermal detonator to destroy each one and collect the goodies that spill out.

Note

LEGO studs and hearts that spill onto the floor from secret locations appear only for a little while. Run around the area and collect as many as you can before they disappear.

Before you charge through the open door, finish exploring the room. Move to the right and collect the studs on the ground. While you're there, blast open the equipment you find for some more hidden LEGO studs.

Move to the other side of the room and destroy more equipment for other goodies. When the floor is clear, pull the switch on the wall for a few more studs. On your way out, blast the equipment to the right of the door and collect anything that spills out.

The next room has more of those gray equipment pieces for you to destroy. Shoot at the wall panels that have red and yellow lights and a blue sparkle to them. Shoot the top and bottom of each panel and collect the studs that litter the ground.

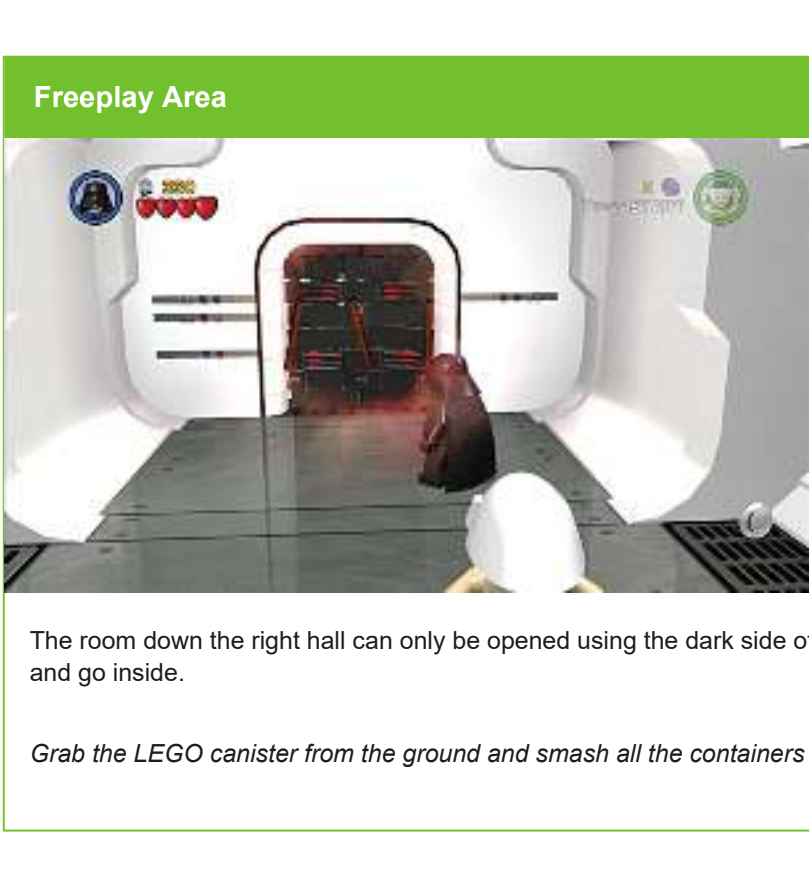
Pull the lever to one side of the door, while Antilles pulls the other lever next to you at the same time.

In the next hall, Rebels guard the left passage. Before you go past the Rebels, destroy the wall panels in front of you and down the right hall. As you knock out those panels, pick up the LEGO studs that spill out before they disappear.

Grab the valuable blue stud across the hall, opposite the door. After the wall panels are gone, you see that one of them was hiding a lever. Pull the secret lever to get a new look for Princess Leia.

Unfortunately, Captain Antilles likes his hat just fine and won't put on a new one.

Freeplay Area



The room down the right hall can only be opened using the dark side of the Force. Use Vader's Force to destroy the door and go inside.

Grab the LEGO canister from the ground and smash all the containers in sight. Collect the treasure on the ground.

Go toward the small group of Rebels guarding the hall. When you get to them, a door opens in the distance and stormtroopers pour into the hall. Help those Rebels and blast any white-masked goon that charges you.

As you fire, stay close to the Rebels and use them for cover from incoming blaster fire so that you don't take damage.

After you cut through the enemy ranks, the Rebels rush down the hall to the open door. With the coast clear, you can follow behind them and destroy more wall panels and equipment in the hall for hidden loot.

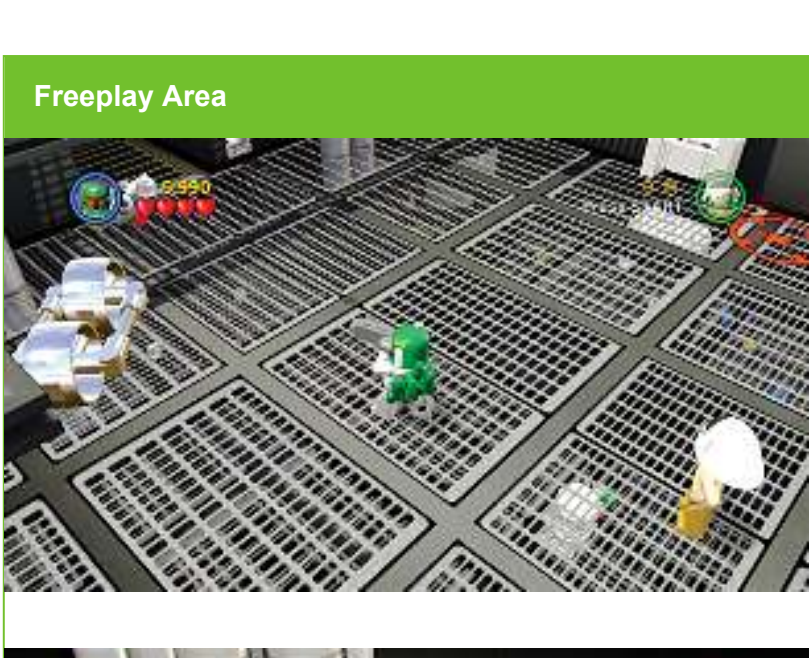
A door in the left wall can be opened only by C-3PO, so you'll have to come back later to open it.

Advance down the rest of the hall and into the next room. When you get there, go to the red circle swirl against the side wall and use your ascension gun to get to the walkway above you.

Follow that walkway to another red circle swirl where you can grapple to the ledge above you. At the top, assemble the loose LEGO pieces to form machinery to extend a bridge between both pieces to the wall's other side.

Follow the new bridge through the doorway on the other side.

Freeplay Area



The bounty hunter's thermal detonator is the only thing that can destroy the shiny piece of metal machinery on the bottom floor. Blowing the machinery up opens a hole in the floor into which you can drop.

When you're under the floor, grab all the studs you find as well as a LEGO canister.

On the other side of the room, across from the shiny machinery, is a small chute in the wall. Use a small character, such as a Jawa, to travel through the chute to an area under the floor.

Collect all the studs in the bottom area, then re-enter the chute to return to the main floor.

When you get to the top of the bridge at the top of the walkways, go over the right wall. Use the Force to assemble two platforms attached to the wall above you. Jump to the top platform, and from there, jump to get another LEGO canister.

After you move through the doorway, you're greeted by a long hall and...Darth Vader! Luckily, he is at the hall's far end. An invisible force field prevents you from getting too close, but he sends his goons in to try to take you out.

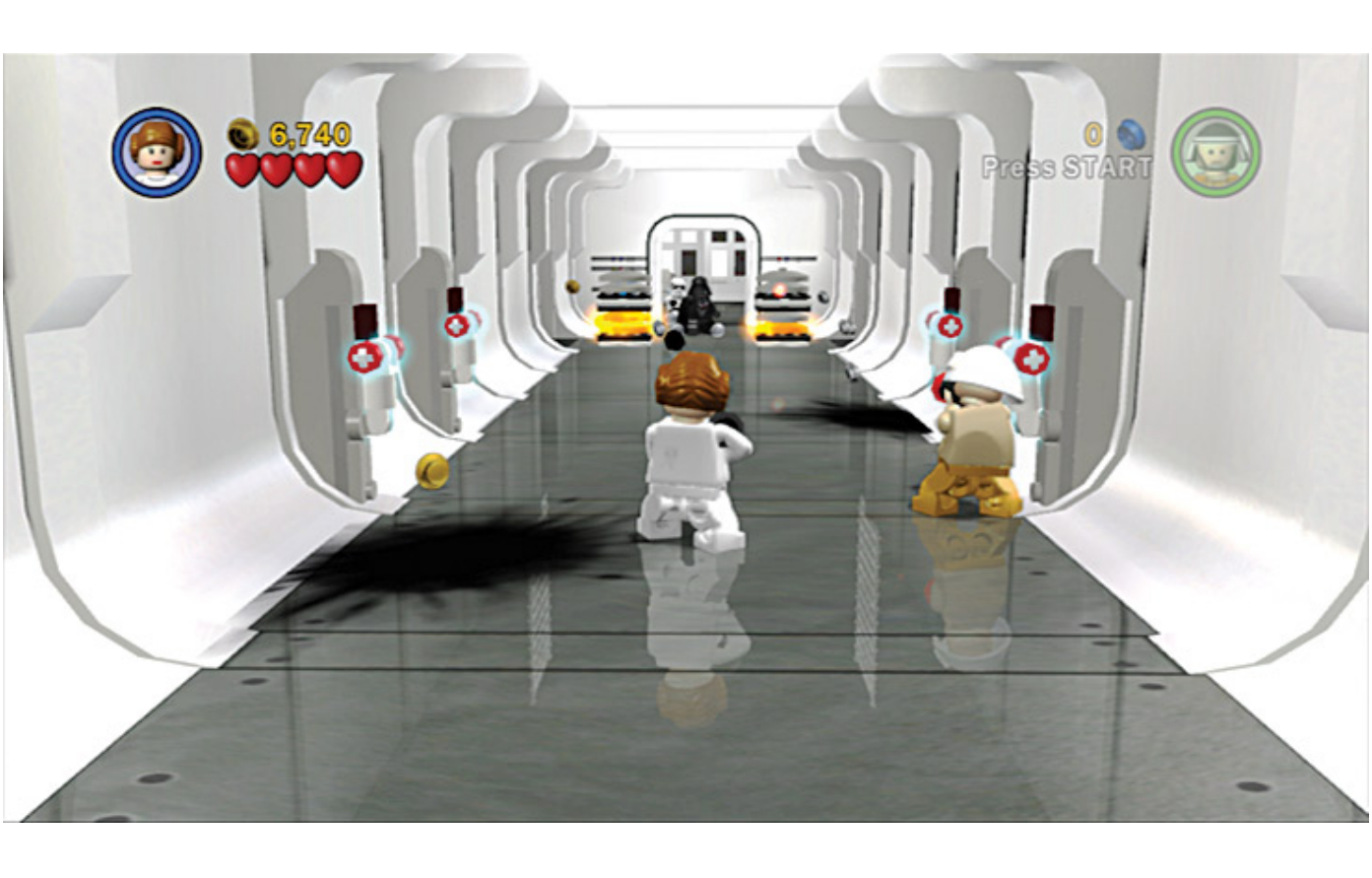
Blast the fools who rush you, as well as the equipment that lines the hall. When the coast is clear, pull the four levers on the sides of the hall. Stop and shoot any more guards who charge you before you finish pulling the levers.

Pulling the levers causes explosive equipment to be placed on both sides of Vader. In between dropping the stormtroopers who rush you, fire at the equipment next to Vader. A hit to each piece of equipment turns it more and more orange.

After the equipment takes enough blaster hits from you, it explodes and Vader is gone. Take out any surviving enemies and collect any loose studs on the ground. Before you move through to the end of the hall, grab the two blue studs on the ground nearby.

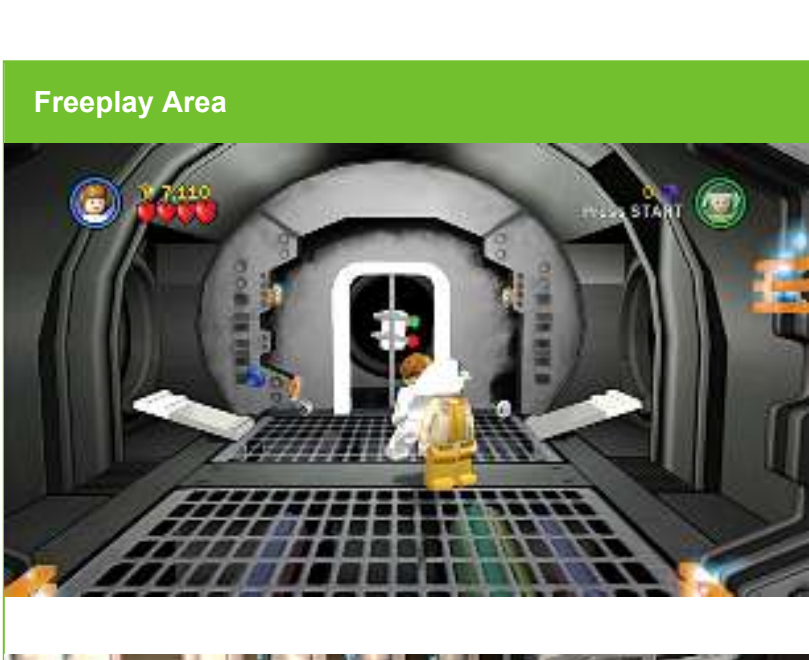
The next room has many containers on the ground for you to shoot. Loose studs spill onto the ground. A container to the far right has one of three special LEGOs for you to collect.

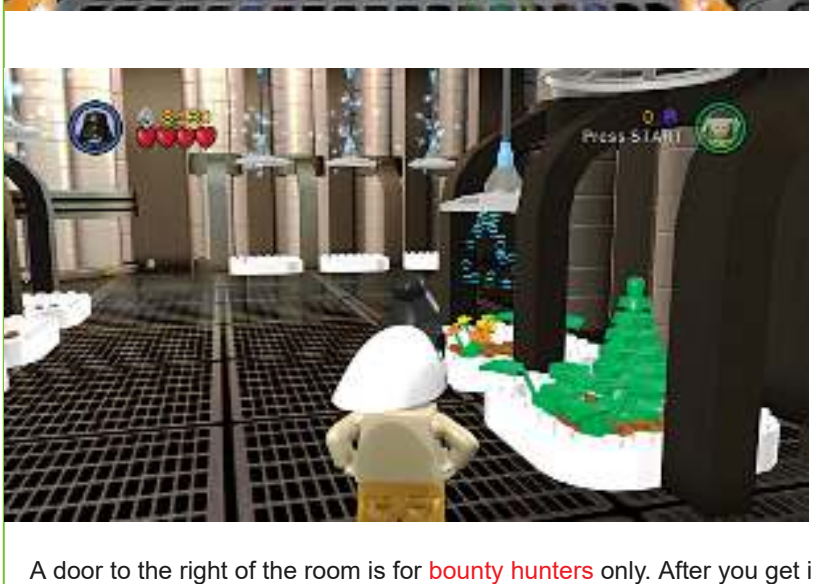
Shoot the wall panels for more goodies. Don't forget to shoot the top and bottom halves of the wall.



After you pull the levers to place the explosive equipment next to Vader, fire at the equipment to clear the hall's end.

Freeplay Area





A door to the right of the room is for bounty hunters only. After you get inside, use the Force to open all the small compartments along the hall and collect the studs that spill out.

Follow the corridor to the north and destroy the containers along the way. Before you head down a hall to the right, proceed to the straight hall's end.

When you get to the end, step on the small ramps on both sides of you. Once a ramp is raised, a door opens above the ramp and LEGO pieces fly out into the hall.

Assemble the loose pieces to form a doorway nearby. Enter the new doorway and grab the LEGO canister inside.

Return to the hall you passed earlier and run inside. Don't forget to use the Force to open the small compartments on the hall's sides. Shoot the first container to find the second special LEGO in this area.

Down the hall is a shiny piece of metal, so use your bounty hunter to blast it to pieces, leaving only some loose LEGOs behind. Assemble these pieces to form a little car you can drive around for fun.

A door in the left wall is locked, and the hall at the end is blocked with a force field. Have C-3PO access the activation panel to get rid of the force field. Destroy the first container you see.

You'll find the third special LEGO piece you need. A LEGO canister appears back in the hall where you assembled the door in the wall. Collect it.

Smash more containers in the hall and use the Force on more side compartments to find more hidden items.

Follow the hall to the room at the end. Inside the room is a special growing area. Use the Force to turn on the sprinklers around the room to make the plants grow. Smash the plants to get some hidden studs to add to your stash.

Smashing the plants to the right of the entrance leaves a red power brick for you to grab.

Breaking the plants in the back of the room leaves some LEGO pieces behind. Put the pieces together, then use the Force to turn them into a truck you can drive.

To the right of the back growing station is a blue stud to grab and shiny metal objects to blow up using a thermal detonator.

Grab the studs the metal debris leaves behind, then jump into the vehicle you made and drive it to where you first entered the secret area.

After you clear the room of LEGO studs, move into the next room, where there is more fighting. Assist the Rebels in taking out the two waves of stormtroopers so you can explore the hall in peace.

After you secure the area, destroy the containers and wall panels for some hidden studs. Destroy the items before joining the Rebels down the hall.

Freeplay Area

A door to the right of the hall is for stormtroopers only. This door takes you to the hall you went to using the bounty hunter, so don't bother going there again.

When you get to the Rebels at the hall's intersection, go to the dead end on the left. Pull the levers on the wall to open the window and reveal pretty flowers along with some hidden studs.

On the ground are some glowing red tiles. Run across them to turn them all green and cause some valuable LEGO studs to drop from the ceiling.

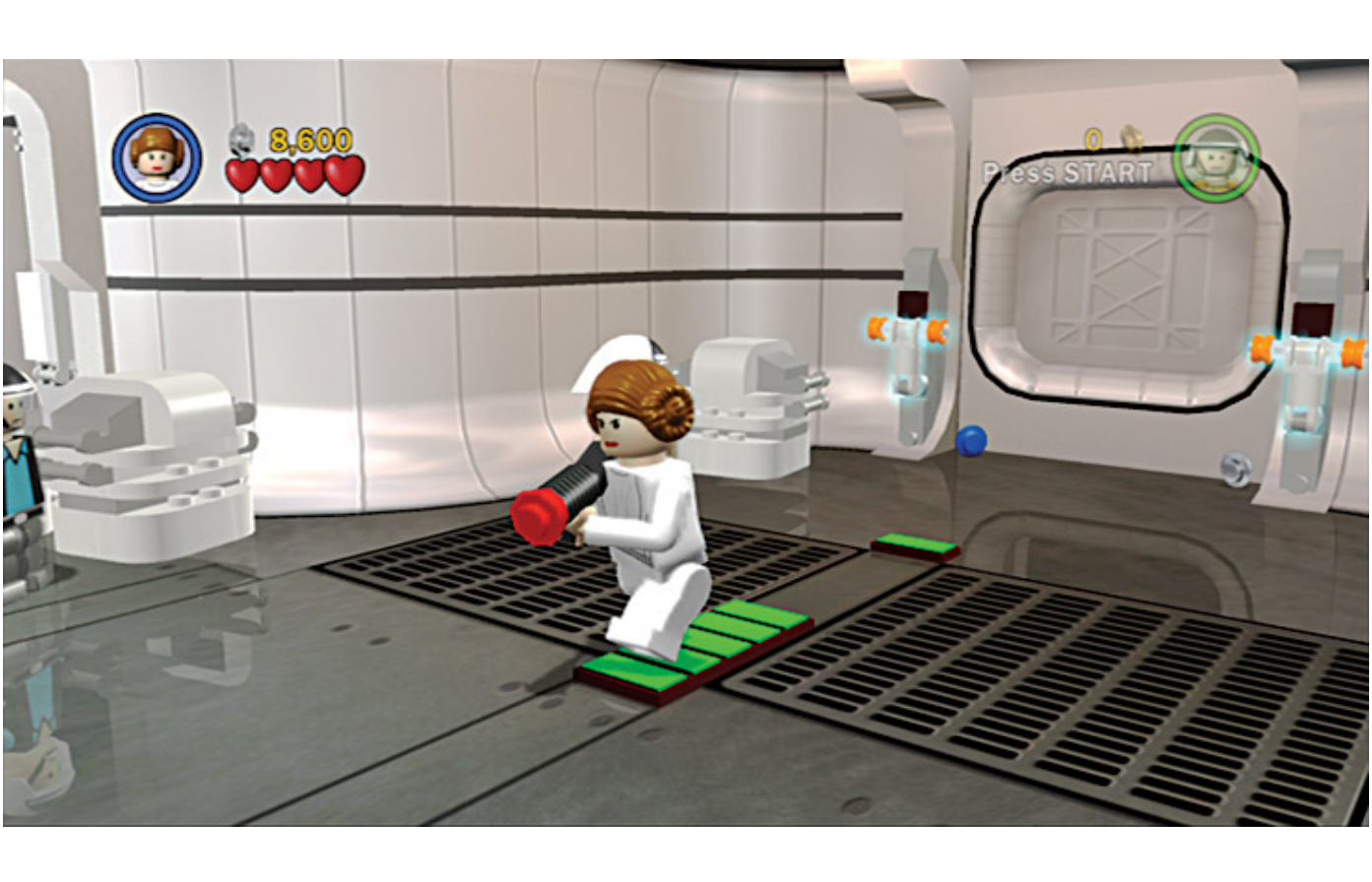
Across the hall is another closed window and what sounds like heavy breathing and cracking. What could that be? Run across the glowing red tiles on the ground in front of the window to turn them all green. This causes studs to rain from overhead.

After you gather the studs, pull the lever on the wall to open the window. The heavy breathing you heard was Darth Vader and that cracking sound was him using the Force to turn some poor Rebel into pieces!

There's nothing you can do from here, so move down the hall past the Rebel troopers. As you move, blast open any containers you find, as well as all the wall panels. Collect any spilled studs and continue through the doorway at the hall's end.

The next room has plenty to do. On one side of the room is a locked door, and on the other side are small black gates. Move along the gates, blasting them as you go to collect a massive number of studs.

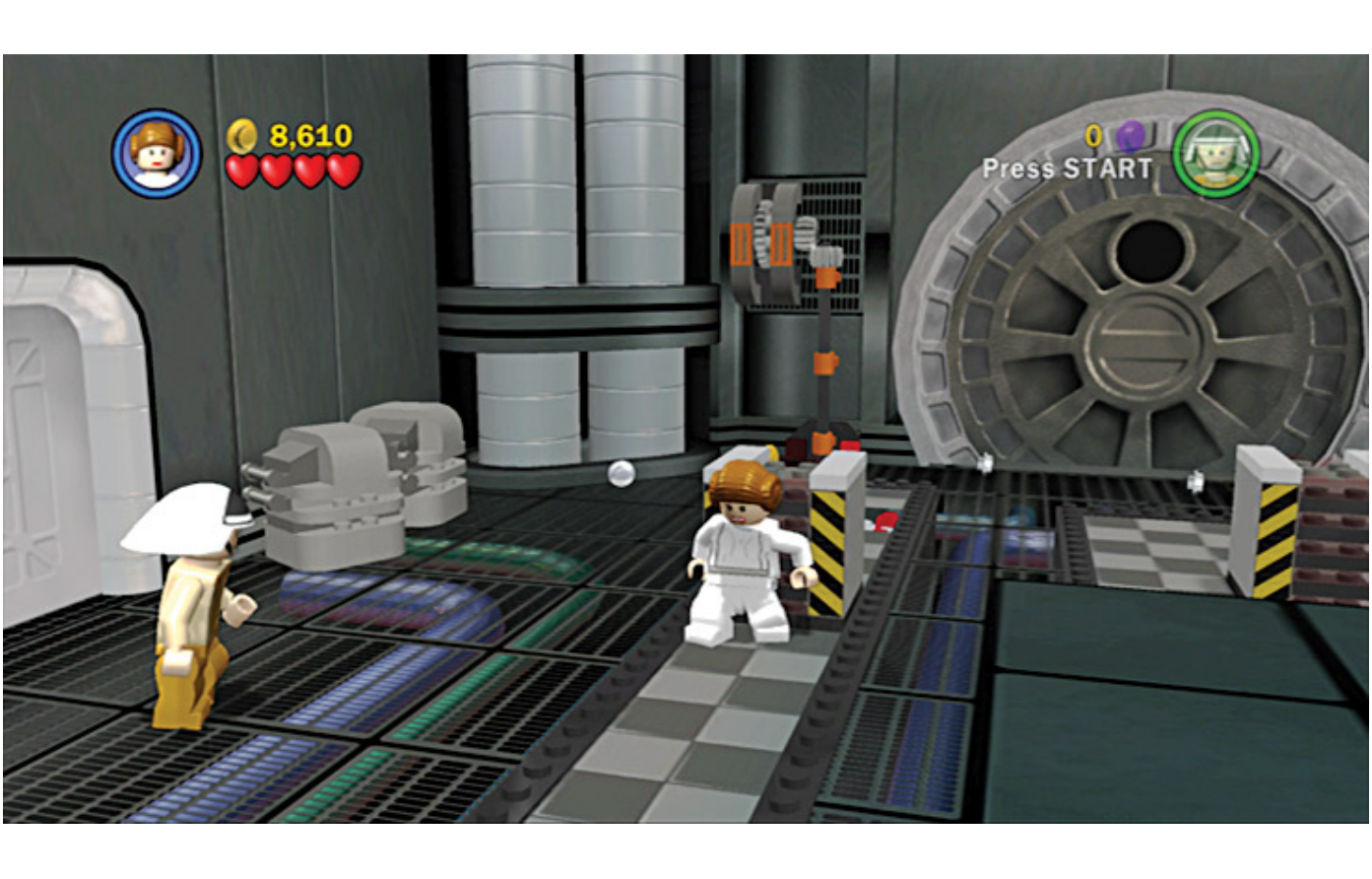
At the end of the line of gates is a valuable blue stud for your collection. Move around the area and destroy the containers for more loot.



Run across the red glowing floor panels to turn them all green. A surprise falls from the ceiling.

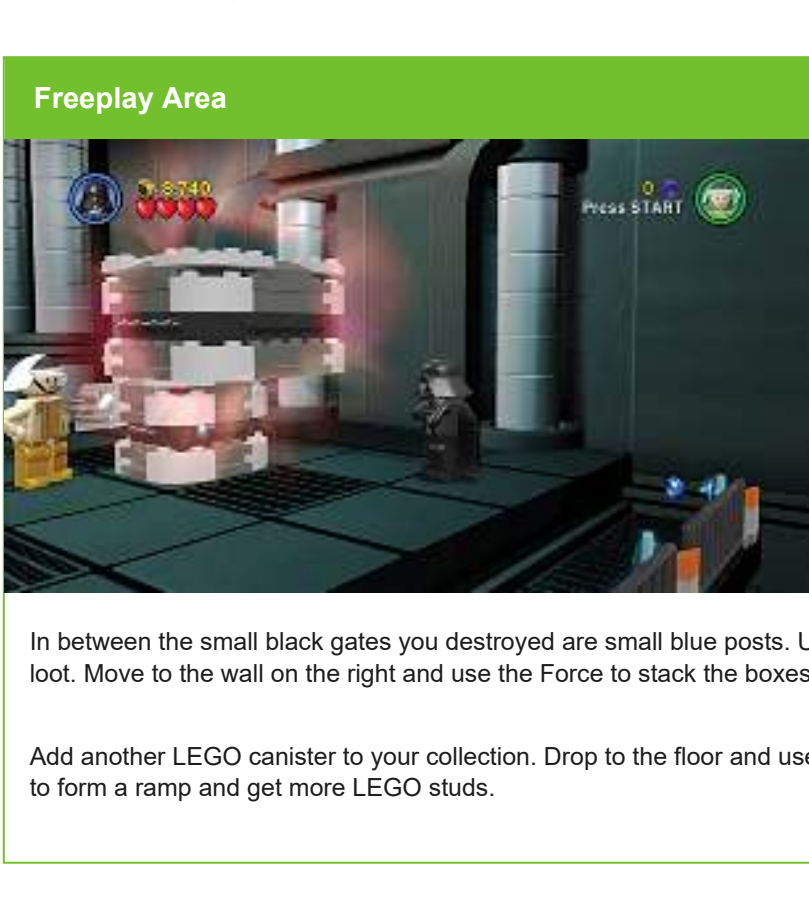
On the ground near the room's center are checkerboard patterns and boxes with yellow and black striping. Push the boxes along the floor until they fall into the nearby red slots.

When both boxes have been pushed into their appropriate slots, the locked door opens and three stormtroopers rush in to greet you. Drop them with your blaster.



Push the boxes along the floor until they fall into the red slots nearby.

Freeplay Area



In between the small black gates you destroyed are small blue posts. Use the Force on these posts to uncover hidden loot. Move to the wall on the right and use the Force to stack the boxes. Jump from the top box to the ledge on the wall.

Add another LEGO canister to your collection. Drop to the floor and use the Force on the LEGOs sticking out of the wall to form a ramp and get more LEGO studs.

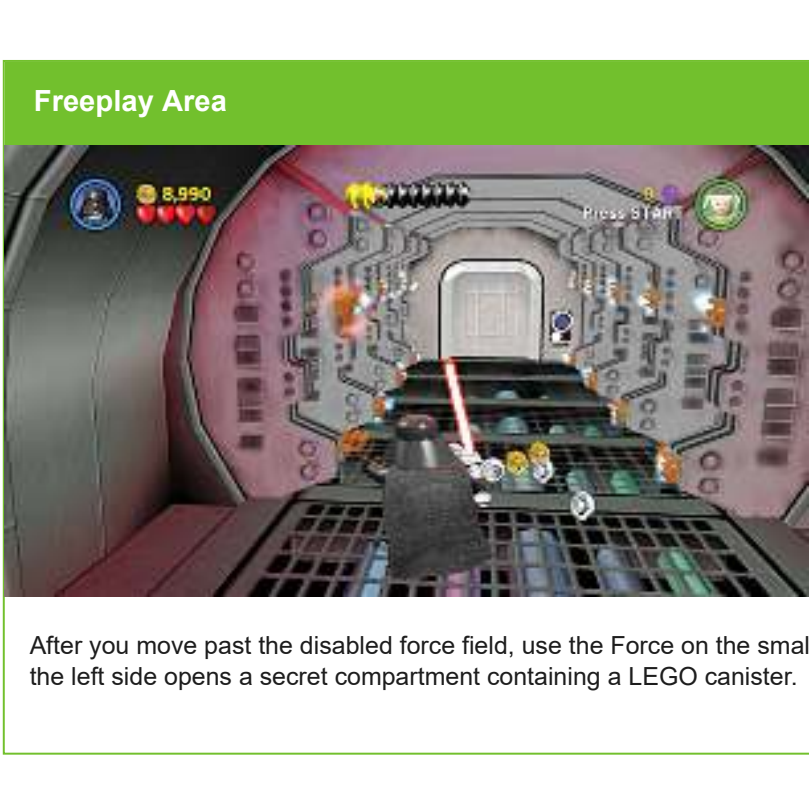
The door you recently opened leads to a hall where you find C-3PO on one side of a red force field, and R2-D2 on the other side. Luckily for you, this protocol droid is just the droid to get you through this.

Switch to C-3PO and activate the door panel to the right to make the force field disappear. When the barrier is gone, Princess Leia shoves a disk into R2-D2 and runs off. Those must be the valuable Death Star plans that Vader is looking for.

It is up to the rest of the gang to get those plans to safety. Before you go any farther, go near the level's beginning and use C-3PO to open the locked door with his picture next to it.

Inside is a small room that has containers for you to smash. Collect the goodies inside, then return to where you found the droids.

Freeplay Area



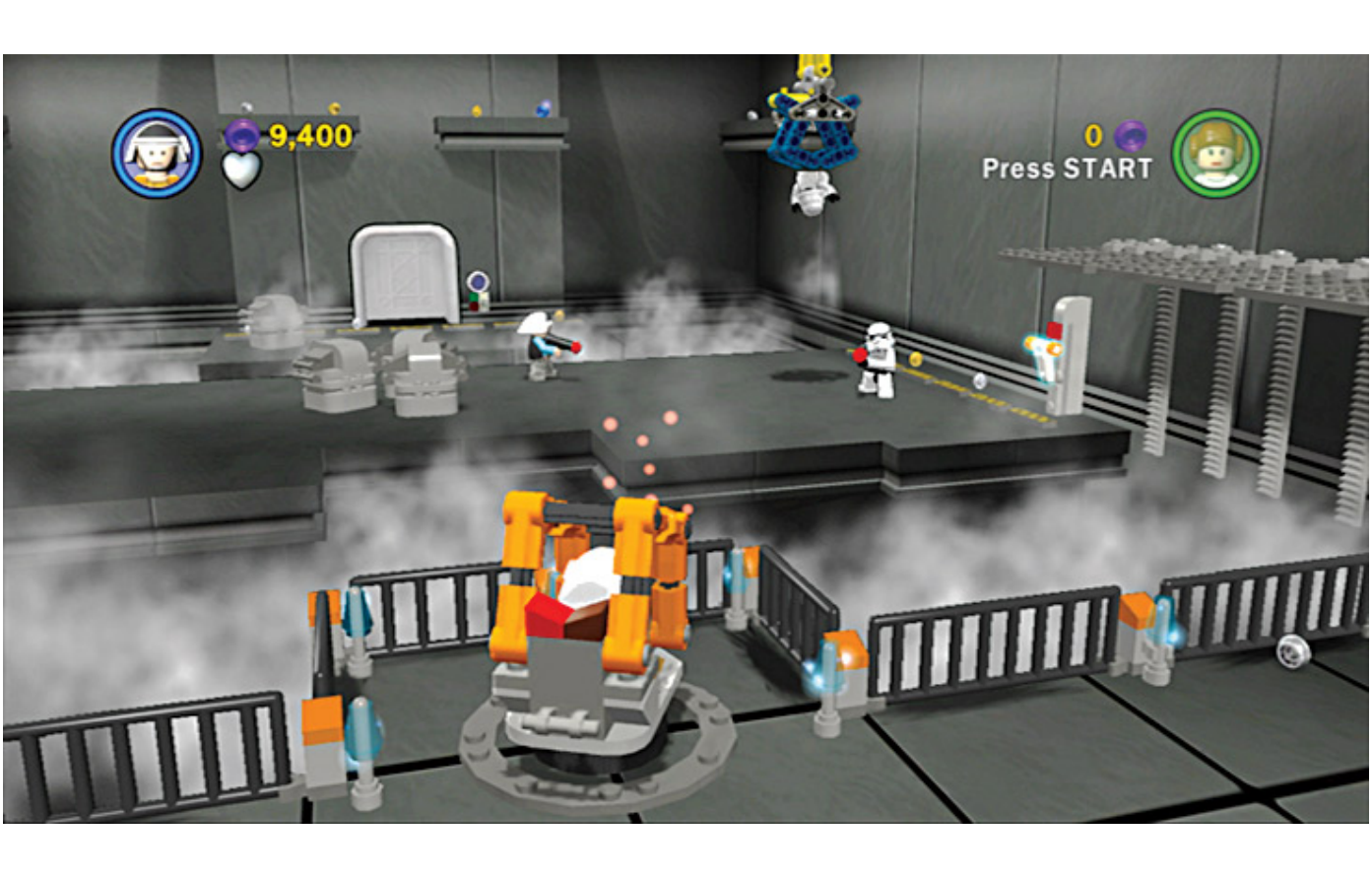
After you move past the disabled force field, use the Force on the small compartments along the walls. The top one on the left side opens a secret compartment containing a LEGO canister.

Move to the end of the hall and collect studs on the ground as you go. Switch to R2-D2 and activate the door panel to unlock the door.

Ignore the gun battle going on in the distance for now, and concentrate on shooting the containers and gates around the room to collect valuable studs.

When the room is free of studs, run to the center of the room and use Captain Antilles to jump into the crane. Now you have control over a giant blue claw in the back of the room.

Use the crane to pick up each stormtrooper and drop him over the side of the ledge into the darkness.



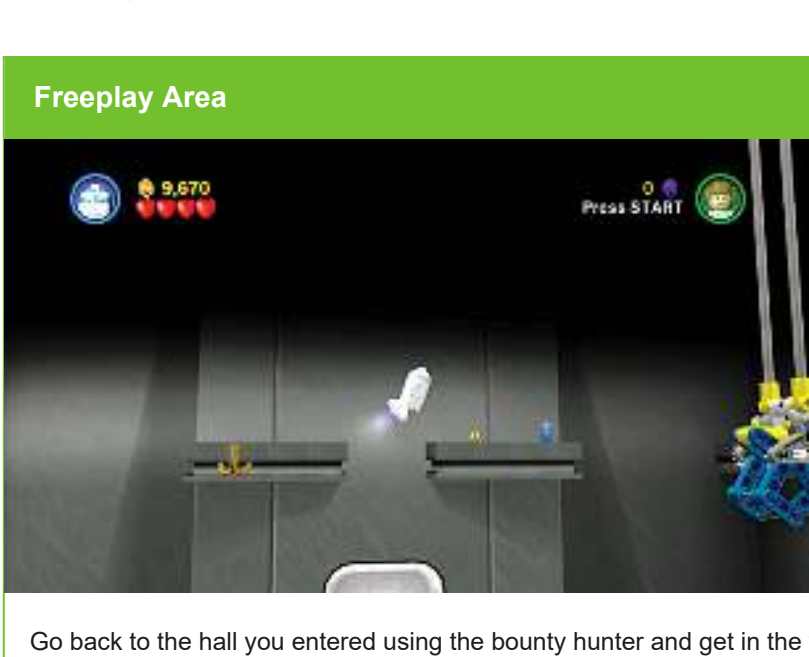
Use the crane to pick up the bad guys and drop them over the edge.

Now that the Rebel doesn't have anyone shooting at him, he can lower a bridge connecting the two sides of the room. After the walkway is lowered, wait in the crane for C-3PO to get to the other side.

Use the crane to pick him up and drop him in front of the door on the room's other side.

With C-3PO safely across, run to join him. Blast any containers along the way. The container to the far left leaves behind a red circle swirl for you to use at another time. Jump across the small chasm near the door to get to the ledge in front of it. Use C-3PO to open the door.

Freeplay Area



Go back to the hall you entered using the bounty hunter and get in the vehicle you found. Drive it back on to the lift in this room, and the lift rises into the air. The lights on the lift turn green and you can jump in the air for a LEGO canister.

Next, use the Force to turn the small blue posts in between the black gates. When you do this, hidden goodies spill onto the floor. Switch to a bounty hunter and blast the shiny metal to pieces with a thermal detonator.

Collect the studs on the floor. In the back of the room, use the red circle swirl to grapple to the ledge above. From there, use R2-D2 to float across to the other ledges and collect valuable studs.

The doorway leads to another long hall where you see some Rebel troops being taken prisoner. It's lucky for them you showed up just in time. Stay behind your friends and blast the enemies at the end of the hall.

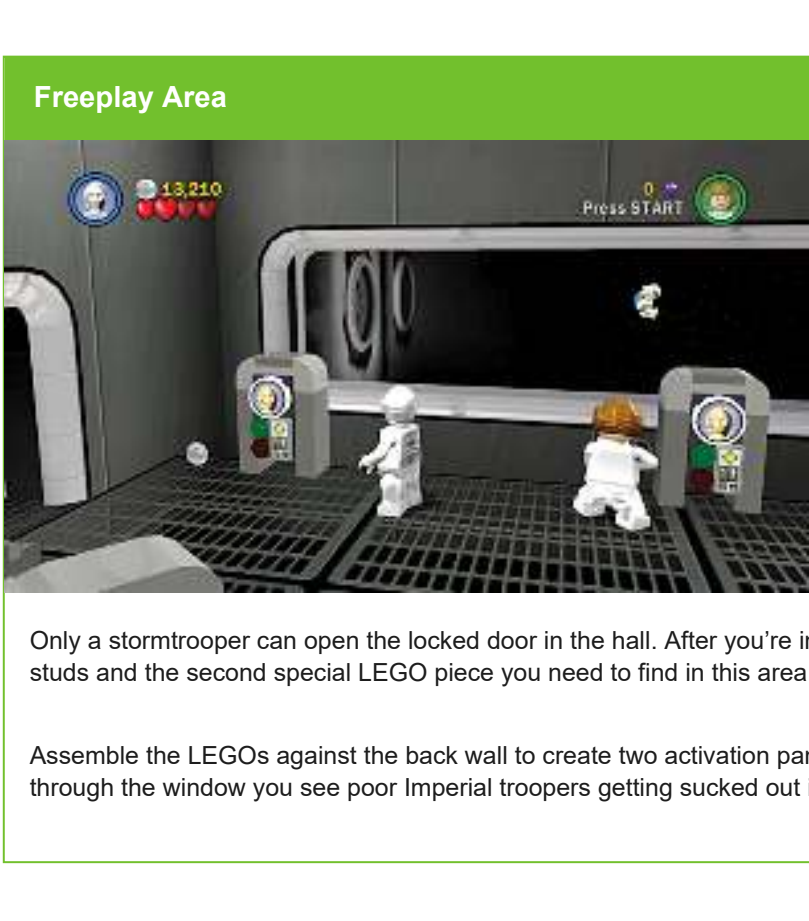
Continue to stay close to your buddies as you fight off multiple waves of enemy troops.

When the threat is gone, move down the hall, destroying wall panels and collecting studs and a power up as you go. A panel near the center not only gives you studs, but also contains the first of three special LEGO pieces you must find.

In the next section of hall, more Imperial troops run out to greet you, so blast them to pieces. The walkway leading to the rest of the passage has a small break in it. Stand next to the edge and put the scattered LEGO pieces together to form a small bridge.

Cross to the other side, destroying containers and collecting studs as you go.

Freeplay Area



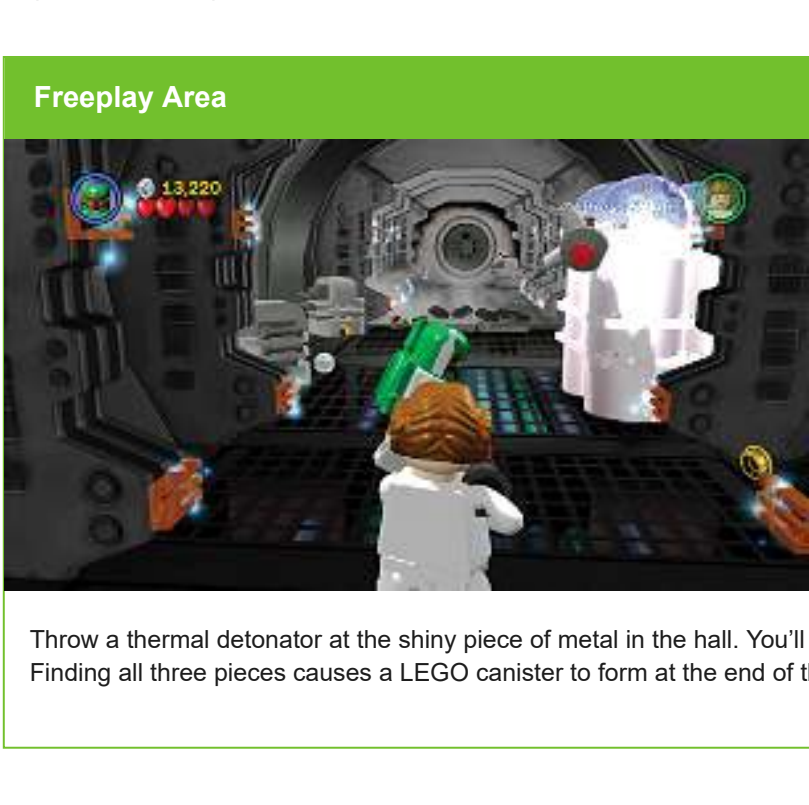
Only a stormtrooper can open the locked door in the hall. After you're inside, blast the containers on the ground to find studs and the second special LEGO piece you need to find in this area.

Assemble the LEGOs against the back wall to create two activation panels that only C-3PO can use. Access the panels; through the window you see poor Imperial troopers getting sucked out into space. How long can they hold their breath?

Follow the rest of the hall as it bends, and destroy more containers containing studs. Another break in the path means that you can assemble more loose LEGOs on the ground to form another walkway.

On the other side are three doors. Use R2-D2 to open the door on the right. Behind it are Rebel prisoners and a wall lever for Captain Antilles to pull.

Freeplay Area



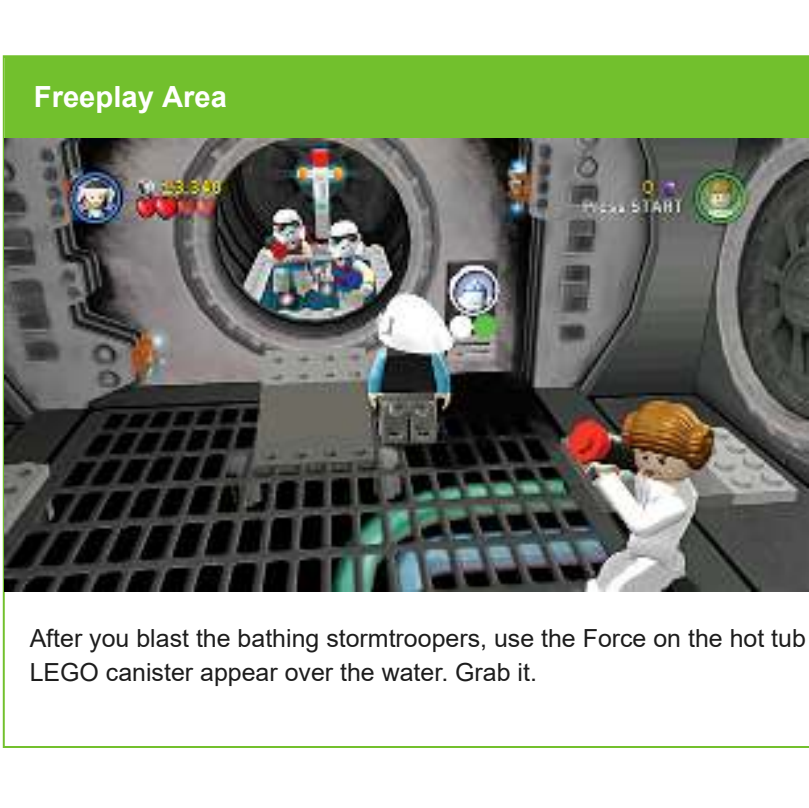
Throw a thermal detonator at the shiny piece of metal in the hall. You'll find the third special LEGO piece in that area. Finding all three pieces causes a LEGO canister to form at the end of the hall. Grab it.

With the prisoners free, use R2-D2 to open the center door where there are...two stormtroopers in a hot tub! Geez, it's hard to find good help these days!

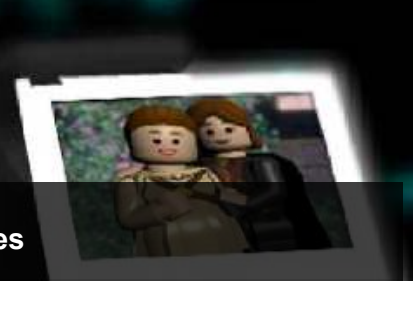
Use Captain Antilles to blast them before they have time to grab their weapons. With the coast clear, pull the lever behind the hot tub.

After you pull this second lever, a wall panel that C-3PO can access becomes available near the last door. Use R2-D2 to move through the last open door. Have him access the panel in the back of the room to get into the escape pod.

Freeplay Area

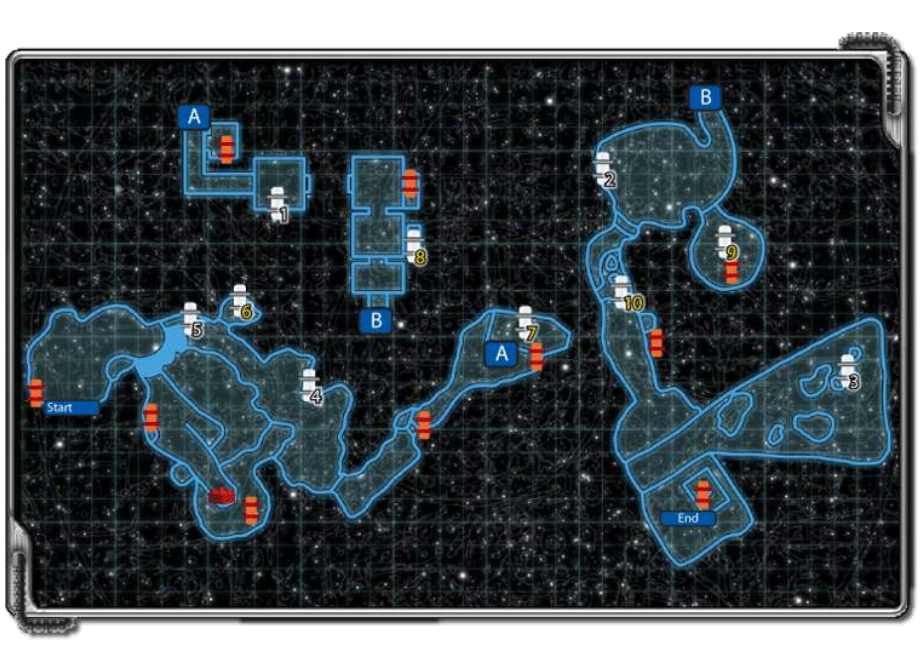


After you blast the bathing stormtroopers, use the Force on the hot tub controls to break them apart. This makes a LEGO canister appear over the water. Grab it.



Episode IV: A New Hope

Chapter 2: Through the Jundland Wastes



LEGEND

- 1 Push the movable box to the front of the clear door on the right side of the room.
- 2 Use Luke's ascension gun to get to a ledge above.
- 3 Jump along the rock pillars out in the giant mud lake.
- 4 Use an astromech droid to fly across the chasm to the ledge across the way.
- 5 Use a small character to enter the chute so you can get to a tunnel below.
- 6 Use the dark side of the Force to get into the alcove on the left and use the force to detonate bombs in the cliff wall. Jump up the ledges that are exposed.
- 7 Use a small character to crawl through the chute at the top of the sandcrawler.
- 8 After you use the Force to stop the lava from flowing, use an astromech droid to fly over the area to a ledge in the distance.
- 9 Ride the beast of the Tusken Raiders over the large ground switch while your partner steps on the smaller switch to open the equipment nearby.
- 10 Fly to the small rock pillar, which causes it to drop down to a small cubbyhole in the cliff wall.
- Push the cart off the cliff so it runs along the tracks and breaks open a hole in the wall in the distance.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Maybe going looking for the droids alone wasn't such a smart idea—especially because so many dangerous Tusken Raiders are lurking about.

It's a good thing that old Ben Kenobi was out and about to save young Luke's life. Now they must get out of the area and find safety away from those Sand People.

From your starting location, head to the left and assemble the pile of LEGO bricks into a nice little castle. After your work is complete, break it apart for some hidden loot.

Continue along the wall to the left and bust open all the containers and equipment you find. Pick up the spilled studs on the ground as you go. Use Ben Kenobi to climb the rock ledge along the cliff wall in the back.

Follow the ledge along the cliff. Double jump when you get to the end to reach another ledge farther to the right. There, you find a prized blue stud for your collection.

Note

Giant orange rodents wander the desert. They're harmless, but can sometimes provide a heart if you take them down.

By now you're sure to have made your presence known to the local Tusken Raiders. They come jumping down from the cliffs to chase you off their lands, so use your lightsaber to cut them down.

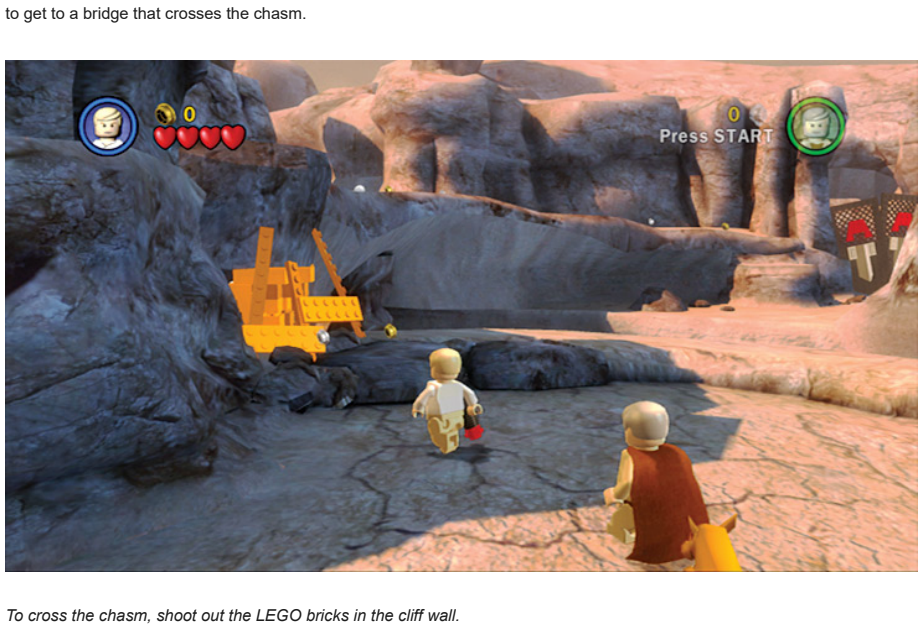
When you get a moment of peace, break the fence boards surrounding the Sand People's riding beasts to discover some hidden loot. Jump on the back of one of the riding beasts. From there, you can jump to the cliff ledge behind you.

Grab all the studs you find before dropping to the ground to fight more Tusken Raiders.

As you fight the Sand People, maneuver to the right until you get to a deep chasm blocking your path.

Use Luke's blaster to drop the fools on the cliff wall in the distance, then shoot the LEGO pile in the cliff wall on the left.

Not only will you get to collect LEGO studs that spill out, but you also can jump on the rock over the LEGO pile you destroyed to get to a bridge that crosses the chasm.



To cross the chasm, shoot out the LEGO bricks in the cliff wall.

Freeplay Area

Before you jump on the rock bridge you created, follow the chasm to the right until you can see some large, shiny LEGO bricks in the distance. Use R2-D2 to fly across the chasm and land next to the bricks.

Switch to the bounty hunter, and toss a thermal detonator on the left side of the pile. Quickly move as far to the right as you can go until the detonator goes off and the pile blocking your path is gone.

Run to the right side of the area and smash all the equipment you see to find hidden studs. Next, use the Force on the large boxes to stack all three on top of each other. Double jump to the top, and from there, double jump to the rock pillar nearby.

Switch to R2, and fly to the large rock platform to the left. Grab the studs on the ground, then get behind the cart and push it forward. When the cart goes over the edge, it follows some tracks on the ground and crashes into some boards in the mountainside.

Before you go chasing after the cart, run to the hillside on the left and smash the white containers on the ground. Hidden in the hillside is a small chute. Switch to a small character, like a Jawa, and enter the chute.

This takes you to the top of the hill, where you can slide back down the hill, collecting studs as you go. Repeat going to the top of the hill and sliding down as often as necessary to collect all the studs.

Now follow the trail north in the direction that the runaway cart went. On your way, use the Force on a shovel in the dirt, causing it to dig up some LEGOs. Assemble them into a droid and collect the studs that spill out.

Continue north, smashing more containers as you go. When you see another shovel, use the Force on it to dig up some hidden studs. Follow the tracks north and into the hillside, where you can collect a red power brick.

Use the Force on a pile of LEGOs just outside the cave with the power brick and turn them into a solid mass. Jump on this creation, then to the pathway above.

Smash the equipment on the ground. Use the Force on the doors of the huts nearby to create a platform on the side wall. Jump on each platform, and then to the top of each hut, to grab a valuable stud.

Continue to follow the path to the right and smash all the containers and pots on the ground, grabbing all the studs that spill out. One of the pots to the right of the large red well leaves behind a crank.

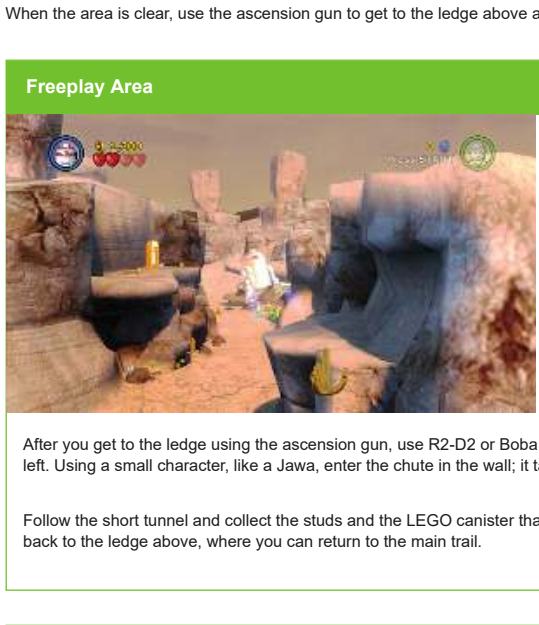
Reattach the crank to the well, then use the Force to turn the crank. The bucket goes down and brings back up water and valuable studs.

Now follow the trail left until the path drops off. Switch to R2-D2, and fly across the chasm to the rock ledge in the distance. Once you get there, add some studs and a LEGO canister to your stash.

As you cross the bridge, be sure to pick up the studs in your path. On the other side, you'll find some LEGO pieces to assemble to make a red circle swirl pad.

As you put the thing together, more Sand People charge at you, so blast them as soon as you complete the construction. When the area is clear, use the ascension gun to get to the ledge above and collect more studs.

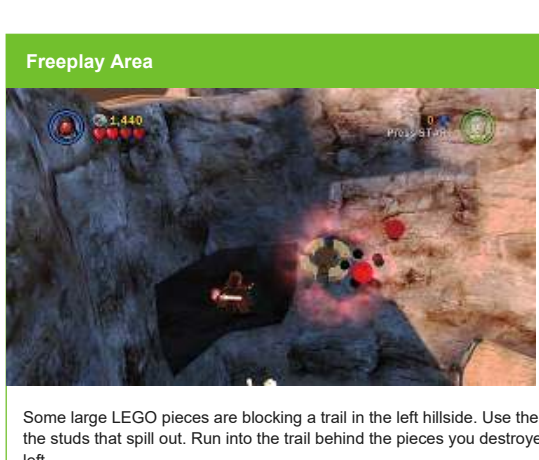
Freeplay Area



After you get to the ledge using the ascension gun, use R2-D2 or Boba Fett and fly to a ledge across the canyon to the left. Using a small character, like a Jawa, enter the chute in the wall; it takes you to a tunnel far below.

Follow the short tunnel and collect the studs and the LEGO canister that are hidden down there. Use the chute to get back to the ledge above, where you can return to the main trail.

Freeplay Area



Some large LEGO pieces are blocking a trail in the left hillside. Use the dark side of the Force to shatter them and collect the studs that spill out. Run into the trail behind the pieces you destroyed and use the Force on a pile of LEGOs to the left.

These turn into a bomb, so back away and wait for it to detonate. Jump into the alcove created by the blast and use your lightsaber on some boards. Next, use the Force to move the LEGO pieces from the alcove and turn them into another bomb on the cliff wall.

This creates another alcove for you to jump to. From there, you can double jump to a ledge on the right for some studs and a LEGO canister to add to your collection.

Before you return to the main trail, use the Force on the white LEGO pieces on the ground to raise the dead.

Move farther down the canyon, collecting more studs along the way. Soon you come to some strange-looking plants along the right wall. Use the Force to destroy the plants and grab the blue stud. Tusken Raiders try to rush your position, so blast them as they approach.

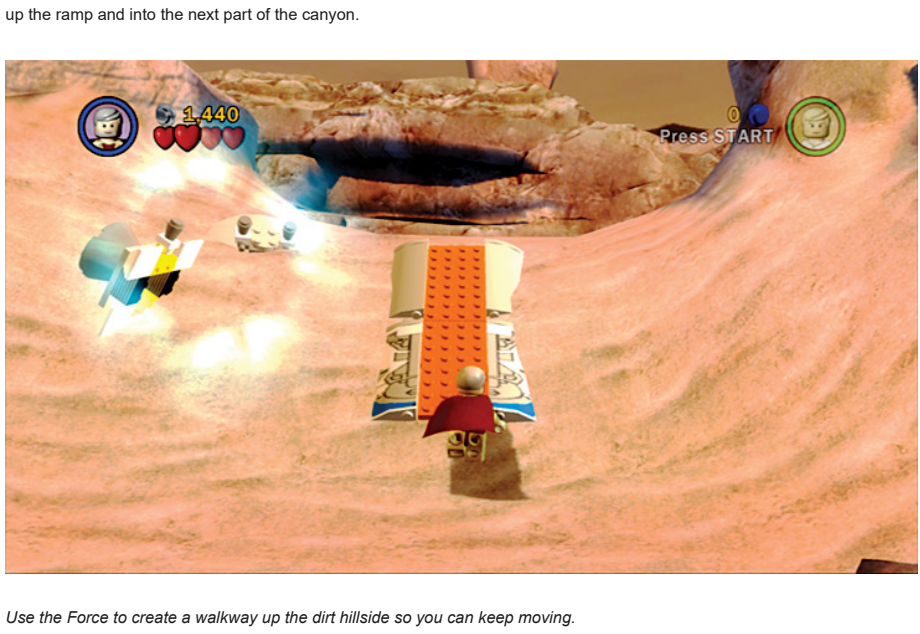
Move to the alcove in the rock wall to the left, collecting the studs along the way. Then break all the equipment you find for even more goodies. Some nearby boulders have some LEGO parts next to them.

Ben Kenobi can use the Force to stack them on top of each other on the boulders. After you have three stacks, break the LEGO pieces you just stacked for some hidden studs and a power up. Before you move on, collect the studs behind the boulders as well.

The Sand People keep charging in on you from the hillside up ahead, so keep blasting them as you move forward. After you take out another wave, run to the right wall to collect studs and use the Force to pull some LEGO pieces out of the sand.

When all the pieces are free, combine them to form a chest that spills studs out onto the sand.

Next, use the Force to create a ramp and a satellite dish on the dirt hillside, and collect the studs on the ground as you move up the ramp and into the next part of the canyon.



Use the Force to create a walkway up the dirt hillside so you can keep moving.

After you enter the next canyon, run to the right to find a pile of LEGO bricks. Before you do anything, shoot the Tusken Raiders in the distance who keep firing at you.

When they're dead, run past the LEGO pile to the cliff wall and follow it to the right. The wall leads you to more studs, including a valuable blue stud.

Continue to collect studs around the area, then return to the pile of pieces and assemble them to make a movable box.

First, push the box to the right so that Ben Kenobi can double jump from its top to the nearby ledge to collect some loot. With the loot in hand, drop down and continue to push the box to the very end of the checkerboard pattern.

Use the box to jump to the ledge above, and then to another ledge to the left.

If you try to walk through the mud that blocks your path instead of jumping to the ledge above, you will die instantly.

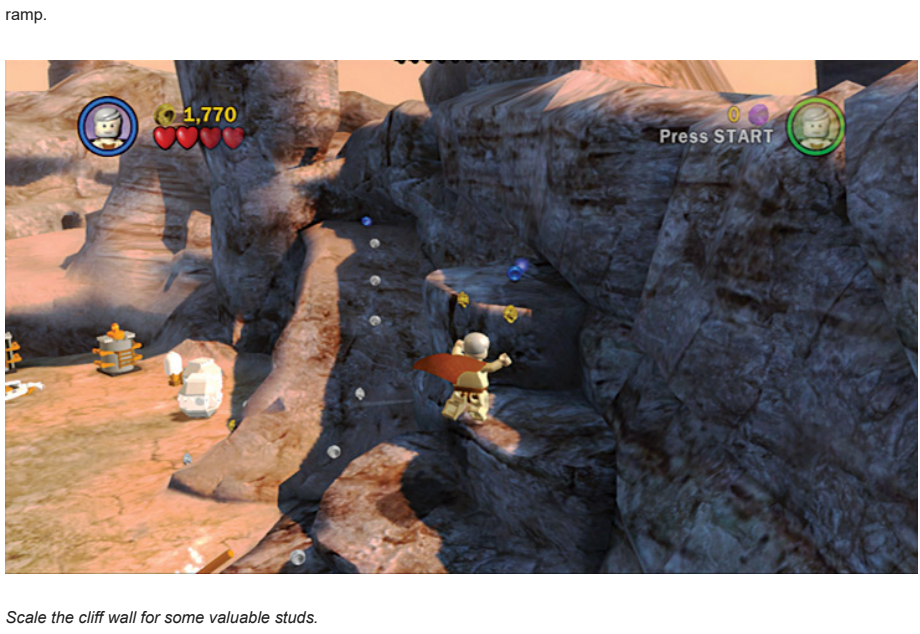
Follow the ledge back to the canyon floor, where you find more LEGO pieces to put together. Once assembled, they form a platform with a red circle swirl.

Use your ascension gun to get from there to a hidden ledge above, where you can collect a blue stud. Drop down and follow the canyon to a large opening and a Jawa sandcrawler.

Follow the right cliff wall until you find a shovel in the sand. Use the Force on it to dig up some hidden LEGOs. Assemble the LEGOs and you'll create a droid and uncover loads of studs.

Destroy the droid you created, then advance up the ledges in the right cliff wall, collecting studs along the way until you get to the blue stud at the top.

To get the blue stud on the top of the ramp you have to ride the large beast over and jump off of its back to the top of the ramp.



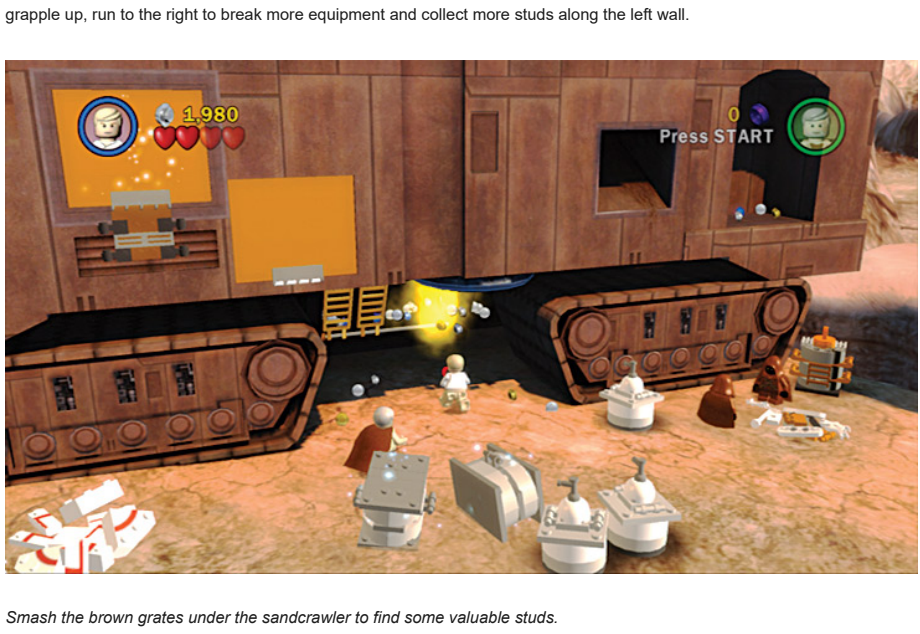
Scale the cliff wall for some valuable studs.

Back on the ground next to the dirt ramp, you'll find lots of things to destroy. Blast all the equipment and containers you find and collect the studs that spill out. Some LEGOs litter the ground.

Each pile can be turned into a fully functioning droid and some studs to add to your pocket.

With that area clear, move to the left, where you'll find two large blocks that Ben Kenobi can stack using the Force. When the blocks are stacked, go under the sandcrawler and shoot the brown grates to reveal some blue studs.

Now keep going to the left and put together the LEGO bricks on the ground to create a red circle swirl pad. Before you grapple up, run to the right to break more equipment and collect more studs along the left wall.



Smash the brown grates under the sandcrawler to find some valuable studs.

Return to the red circle swirl pad and have Ben Kenobi use the Force to lower a platform above. Luke can then grapple to the new platform and pull the lever there to lower another platform that Ben can use to get to the same location.

After Ben gets up there, have him use the Force again to lower another platform above. Double jump to the new platform and pull the lever you find. This lever activates a small elevator to the right. You need to jump onto it to get to the top of the vehicle.

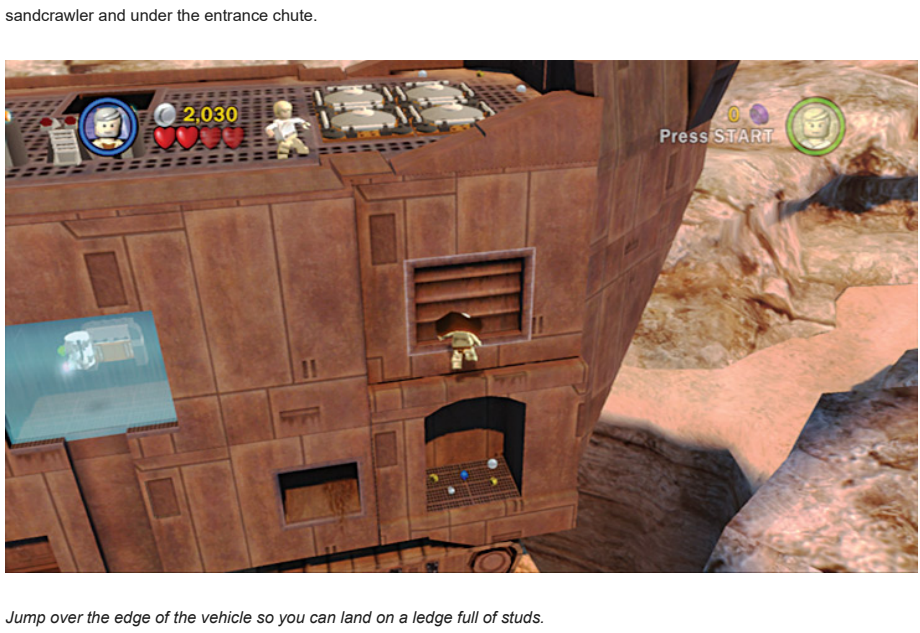
At the top, pull the levers near the elevator. This activates the suction entrance under the sandcrawler. With the entrance activated, move to the left and follow the inside wall to find a blue stud.

Next, move to the right and smash the four pieces of equipment on the roof and collect the loot that is exposed.

Don't stand on the piece of equipment that is closest to the levers you pulled because a chute located under it could send you back to the ground.

Now, move to the edge of the sandcrawler to the right of the roof chute you just discovered and jump over the edge.

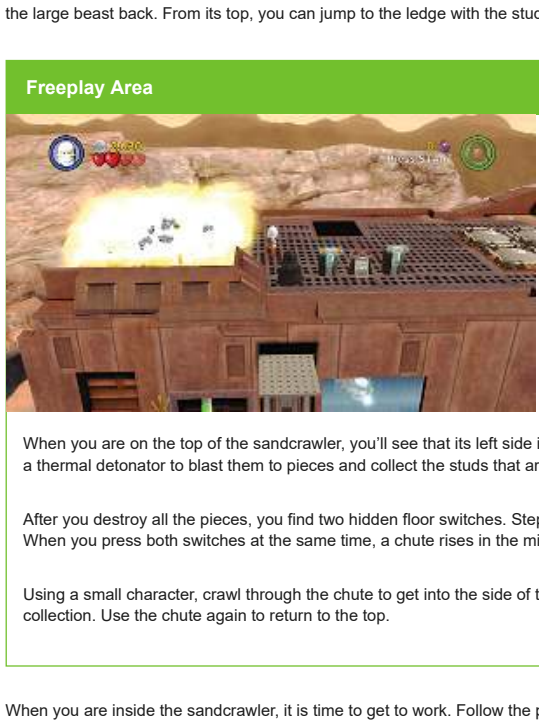
Push the controls toward the vehicle, and you should land among a pile of studs. Fall to the ground, then move under the sandcrawler and under the entrance chute.



Jump over the edge of the vehicle so you can land on a ledge full of studs.

If you have trouble getting the studs on the side of the sandcrawler, you can always go back to the area's entrance and ride the large beast back. From its top, you can jump to the ledge with the studs.

Freeplay Area



When you are on the top of the sandcrawler, you'll see that its left side is covered with shiny circular LEGO pieces. Use a thermal detonator to blast them to pieces and collect the studs that are left behind.

After you destroy all the pieces, you find two hidden floor switches. Step on one, and your buddy steps on the other. When you press both switches at the same time, a chute rises in the middle of the sandcrawler.

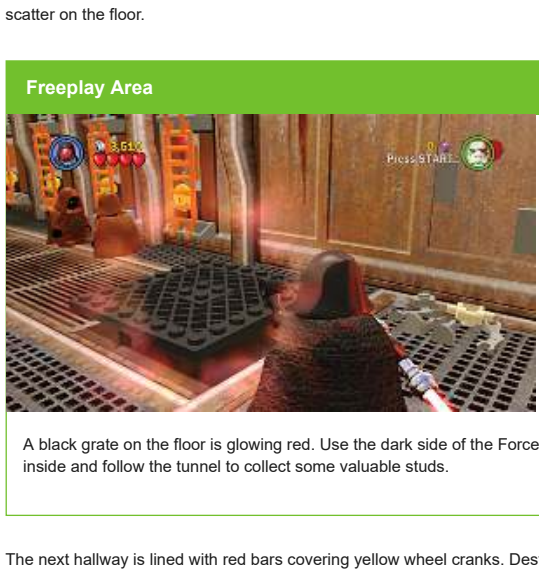
Using a small character, crawl through the chute to get into the side of the vehicle. Grab a LEGO canister for your collection. Use the chute again to return to the top.

When you are inside the sandcrawler, it is time to get to work. Follow the path to the right until you see a pile of LEGOs on the floor. Put them together to form an activation panel on the wall, which only a protocol droid can use.

Continue down the hall and blast the gray and orange containers in the corner. Collect the loose studs on the ground, then blast the flashing red wall panels for even more loot.

Under those containers are some loose pieces you can put together to create a droid. Once it is assembled, LEGO studs scatter on the floor.

Freeplay Area



A black grate on the floor is glowing red. Use the dark side of the Force to shatter it and reveal a tunnel below. Jump inside and follow the tunnel to collect some valuable studs.

The next hallway is lined with red bars covering yellow wheel cranks. Destroy each bar, then use the Force to turn each wheel. After each wheel is turned, a compartment above spills studs onto the floor; collect them all.

After the last wheel is cranked, two containers down the hall open, exposing blue studs.

Run into the next room to discover a room full of droids. First blast all the red flashing wall panels and explosive containers, and collect all the loot that spills out.

Next, move around the room and put together all the LEGO piles you find to create more droids and collect more studs. When the room is clear, move to the back and pull the lever on the wall. A movable box is transported to your right.

Push the box along the path and into the red slot on the right side of the room. As soon as the box is inserted into the red slot in the floor, it explodes, opening the door behind it. When the door is open, you can climb in and get a LEGO canister.

Return to the lever on the wall and activate it to get another movable box. This time, push the box to the left side of the room where you have three more doors to open. Repeat the same technique you used the first time and open all three doors.

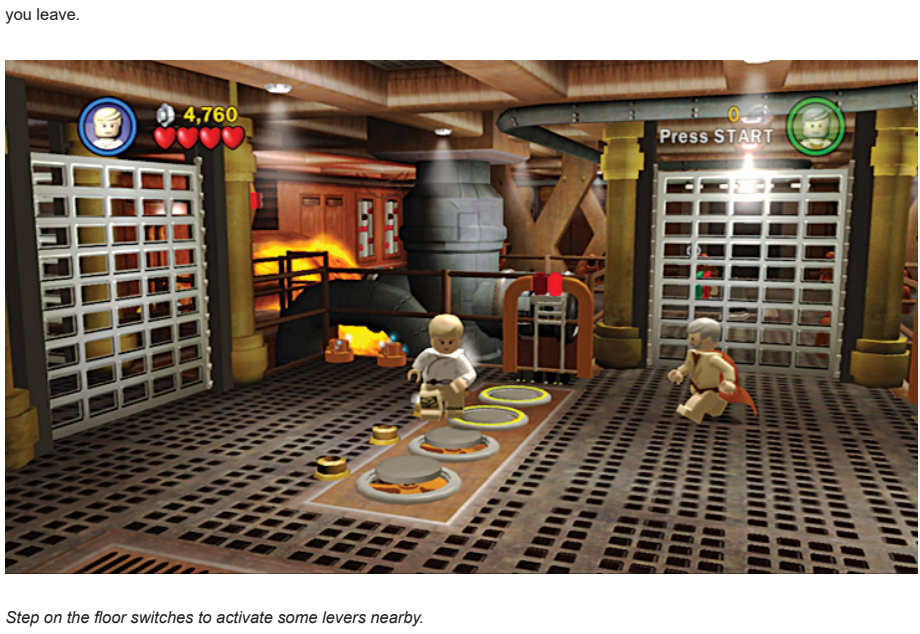
You'll collect more blue studs and set R2-D2 free. When the room is stud-free, use R2 to access the activation panel at the room's center. This opens the door to an elevator leading up.

Enter the next room and move to the right of the doorway through which you entered. Under the grate, you'll find three caps on the ground. Remove each one by using the Force and collect the goodies that pour out.

Next, look to the left of the door and blast open the explosive containers for more hidden studs.

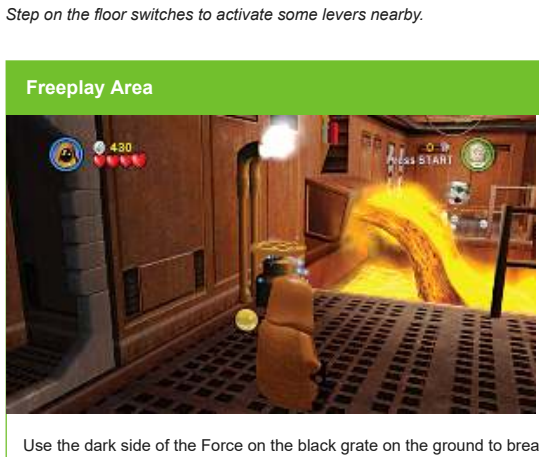
At the room's center are some rows of circles on the ground. Step on each one to turn them green and cause some levers to appear at the end of the row. Pull the levers. The gate at the center of the room opens.

To the left of the left lever you'll find more caps on the ground. Use the Force to open them and collect what's inside before you leave.



Step on the floor switches to activate some levers nearby.

Freeplay Area



Use the dark side of the Force on the black grate on the ground to break it apart. Jump in the hole in the ground and follow the tunnel you find to get some valuable studs.

Move back to floor level and use the Force on the black equipment on the left wall.

When the equipment shatters, it reveals a chute in the wall. Use a small character to jump in the chute. It takes you to a small gated room nearby. As soon as you enter, the gate locking you in opens up and your partner runs in.

Step on the floor switches on the right to make them turn green. Another gate opens right next to you.

Move through the gate and onto a ledge overlooking a stream of lava gushing out of the wall. Use the Force to turn the valve against the left wall.

Use the dark side of the Force to break the equipment against the wall to stop the gushing stream of lava.

When the lava stops flowing, use R2 to fly to the platform on the other side of the room to the north. Grab the LEGO canister and blast the panels on the wall.

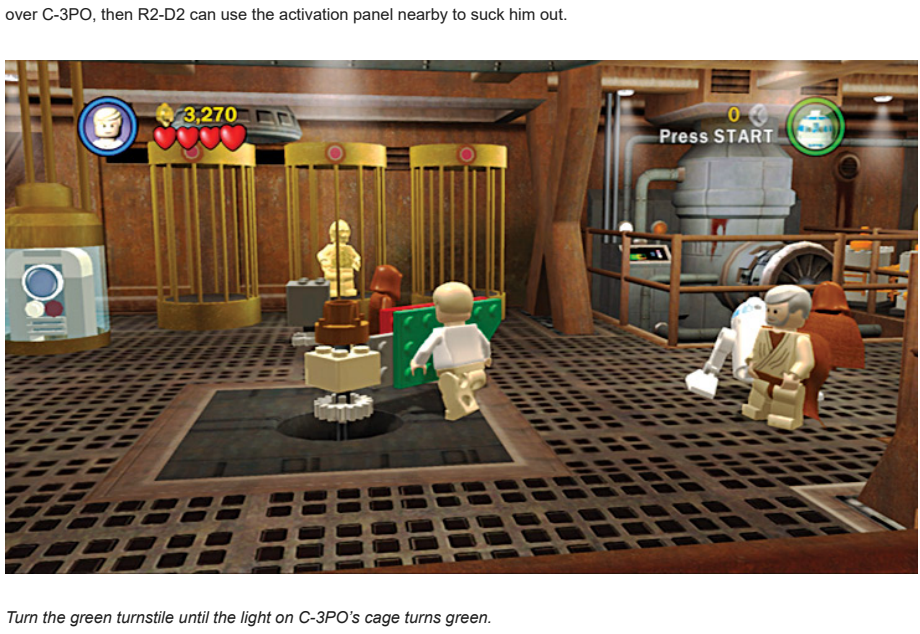
Next, use the Force to break the caps on the ground for some well-deserved studs.

The next room has C-3PO in a cage and a giant green turnstile at the center. Push the turnstile with your body. You'll see a black suction tube move over the first cage.

The suction tube is directly over a cage when the light at the top of the cage turns green.

Once the light turns green, an activation panel opens up to the left of the cages. R2-D2 can then activate the panel, and the droid in the cage under the suction tube will be sucked up.

It then slides down a chute to the left of the room and is free of its cage. Push the turnstile until the suction tube is directly over C-3PO, then R2-D2 can use the activation panel nearby to suck him out.



Turn the green turnstile until the light on C-3PO's cage turns green.

A door to the left with the picture of a protocol droid on the activation panel leads to the way out, but you have business to take care of first.

Move around the room and collect all the studs you find, including blue studs behind the X-shaped support beams.

To the right of the exit door are some more caps on the floor that can be removed using the Force.

Before you leave, head back to the area where you first entered the sandcrawler and assembled the activation panel with the picture of a protocol droid on it. Use C-3PO to open the door. Inside, blast the explosive containers in the back of the room.

Collect all the studs on the ground, then have R2-D2 use the activation panel to the left of the door through which you came. This causes the piece of machinery in the alcove to be moved into the room.

From there, use the Force to move the grate on the side of the room and create a pile of LEGO pieces on the floor. Assemble the pieces to form a yellow tank that fits together with the other piece of machinery you just moved.

When everything is complete, use the Force on the new object, and a load of valuable blue studs spews forth for you. After you collect the studs, move to the back of the room and use the Force on the antenna on the floor to attach it to the television.

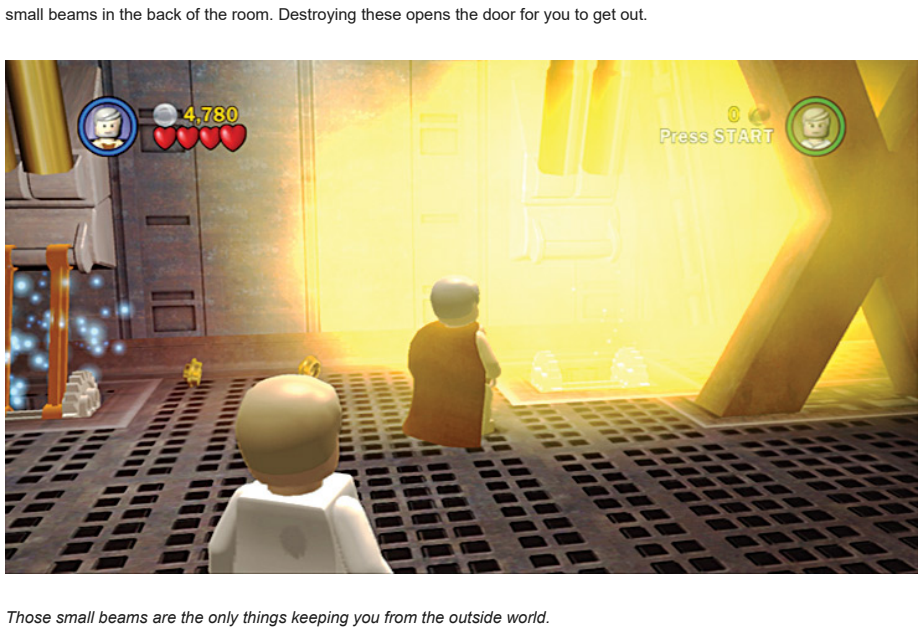
Use the Force on the circles on the right of the TV to change the channel. Then use the Force on the cups on the table and the chairs around it to reveal more hidden treasures.

After you collect all of your loot, go back to the locked door you left behind.

Use C-3PO to access the activation panel and move into the next room. Shoot the explosive containers and the red flashing wall panels to uncover some valuables to collect.

Use the Force to pull down some stairs on the left wall so C-3PO can climb up and access the panel there. Doing so releases some studs and some loose LEGO pieces. Put the pieces together to form a droid.

On the other side of the room, you'll find more pieces to assemble into another droid. Finally use the Force to destroy the four small beams in the back of the room. Destroying these opens the door for you to get out.



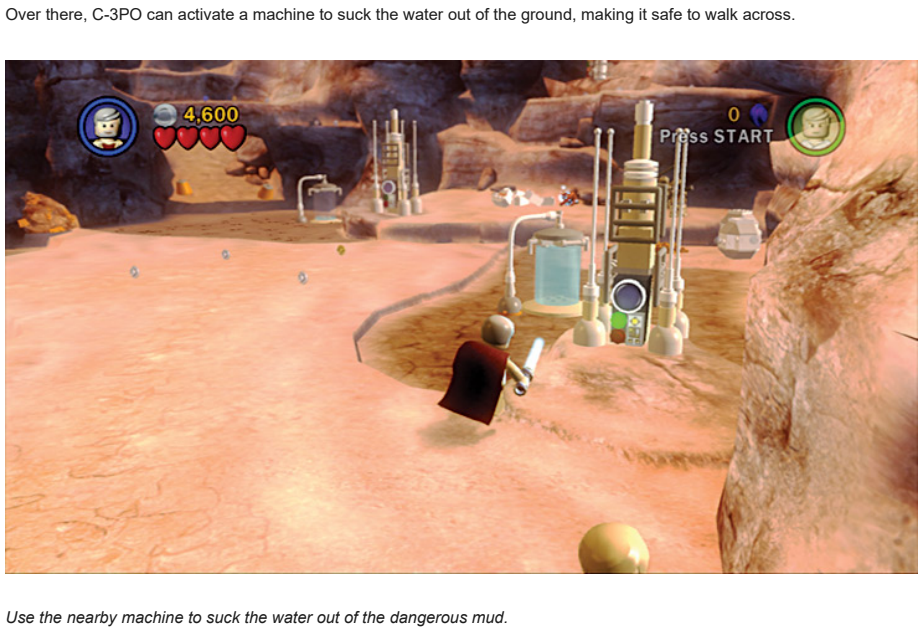
Those small beams are the only things keeping you from the outside world.

Once outside, head down the Jawa ramp to the dirt trail. Run up the dirt ledge on the left, collecting studs as you go. With the loot in hand, drop to the trail below and destroy the rock pile against the trail's left side.

Run into the short cave hidden behind the rocks to find some blue studs. Exit the cave and blast the equipment you find for more treasure.

The next area has plenty of deadly mud pits that can take you out if you get too close. Luckily, these Tusken Raiders can dry out the mud. After you drop from the ledge, take out any enemies in the area and run to the cliff wall on the right.

Over there, C-3PO can activate a machine to suck the water out of the ground, making it safe to walk across.



Use the nearby machine to suck the water out of the dangerous mud.

After the water has been sucked out of the mud and into a nearby container, you can walk safely across the ground. Now break open the container with the water to cause some plants to grow.

Use Ben Kenobi to double jump from the top of the plants onto the nearby ledge for some hard-to-reach studs. Return to the ground and use the Force to bust those plants out of the ground, revealing hidden loot.

Check the nearby cave for loot, then put the pile of LEGOs together to form a ramp that C-3PO can ascend.

At the top of the ramp you made, use the Force to move a hook to the ledge above, then put the pile of LEGO bricks together to form a red circle swirl pad.

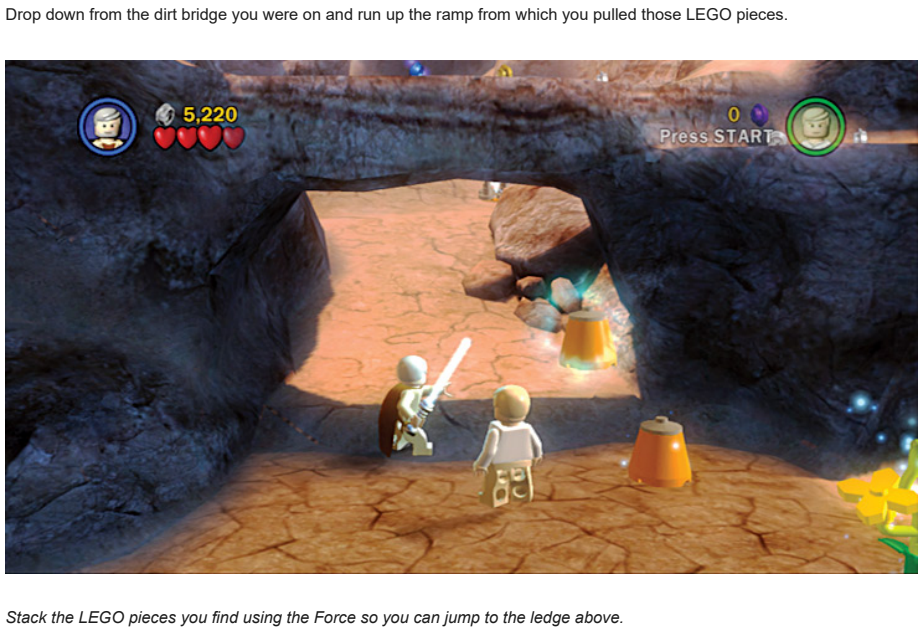
Use Luke's ascension gun to grapple to the top for some much-deserved studs and a well-earned LEGO canister.

After collecting the studs, drop to the ground where you'll find another machine that sucks the water from the mud. After C-3PO activates the machine, the ground is safe to cross. Bust open the water tank, and the plants spring to life.

Use the Force to demolish those plants and turn them into studs and LEGO bricks. After you collect the studs, put the LEGO pieces together to form a platform. The dirt ramp nearby has two pieces of equipment on it that you must move using the Force.

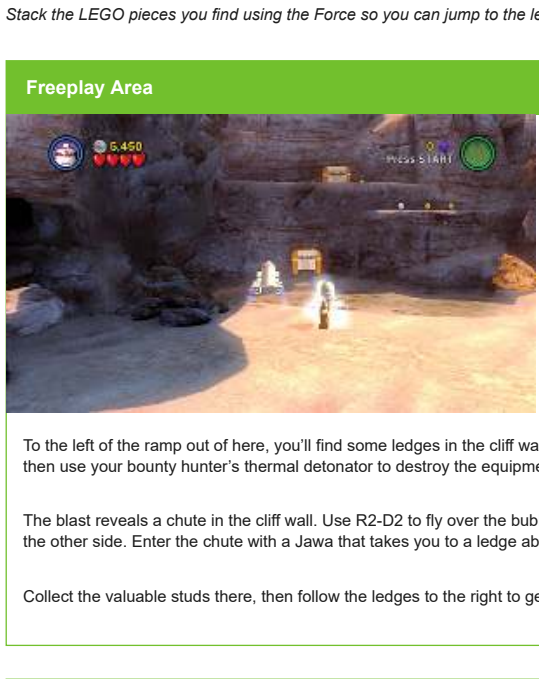
After you move them, you can use the Force to put the platform you created on top. From there you can jump on the platform and onto the rock bridge for some well-deserved goodies.

Drop down from the dirt bridge you were on and run up the ramp from which you pulled those LEGO pieces.



Stack the LEGO pieces you find using the Force so you can jump to the ledge above.

Freeplay Area

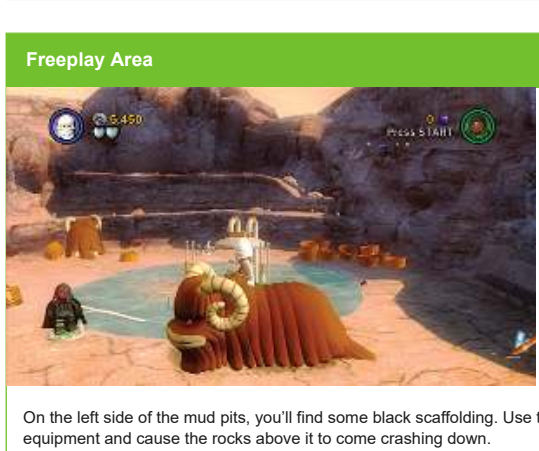


To the left of the ramp out of here, you'll find some ledges in the cliff wall. Blast the pile of debris along the nearby wall, then use your bounty hunter's thermal detonator to destroy the equipment on the back wall.

The blast reveals a chute in the cliff wall. Use R2-D2 to fly over the bubbling mud on the ground to get to the ledge on the other side. Enter the chute with a Jawa that takes you to a ledge above.

Collect the valuable studs there, then follow the ledges to the right to get safely back to the ground level.

Freeplay Area



On the left side of the mud pits, you'll find some black scaffolding. Use the dark side of the Force to destroy the equipment and cause the rocks above it to come crashing down.

Shoot the Tusken Raiders that come charging down the rocks.

After the threat is gone, climb the rock steps to find a trail leading to a small oasis at the top.

When you get to the oasis, jump on the back of one of the large beasts you find. Ride it over to the large red button on the ground to turn it green and your buddy will step on a smaller switch on the ground.

When both buttons are green at the same time, the equipment in the middle of the nearby pond opens up. Collect the canister inside.

Run to the right of the large button and use the Force on the shovel to dig up the ground. This reveals a large seed. Use the Force on it to create a large palm tree, then smash it for loot.

Head north and smash all the pottery on the ground to uncover hidden studs. Move to the left of the broken pots, and use the Force to move another shovel to dig out another seed.

Use the Force to turn this seed into a palm tree.

Continue around the water and smash more pots. Use the Force on all the seeds you find to turn them into more palm trees.

Be sure to collect all the studs that spill out. After you collect the studs on the ground, use your double jump to climb the ledges in the back to collect even more valuable studs.

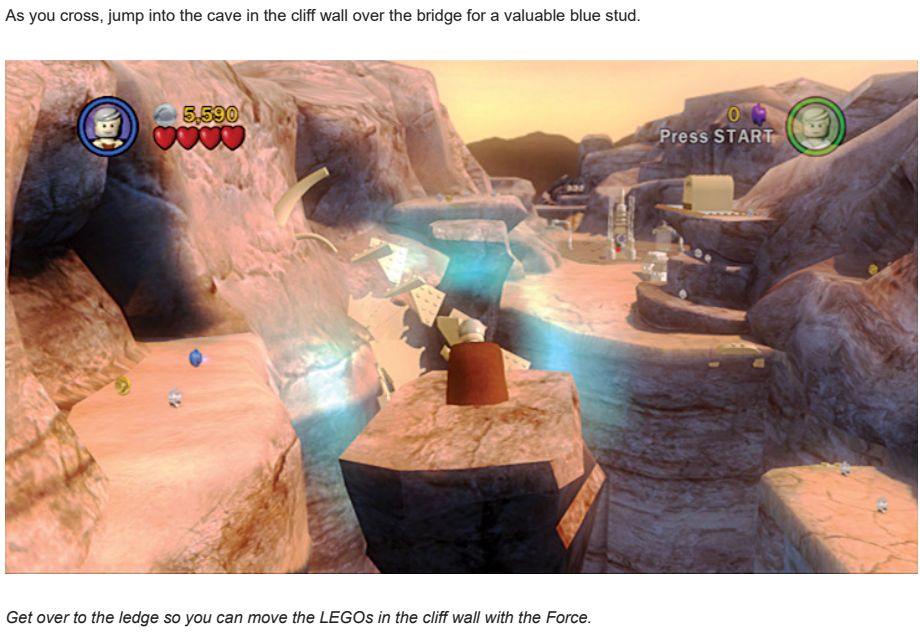
It's time to move on. Head up the dirt ramp that goes under the rock bridge you were on earlier. Once you get to the other side, shoot the Tusken Raiders that start shooting at you.

When the threat of getting shot is over, use the Force to move a pile of LEGOs from the right cliff wall to make steps up ahead. Run up the stairs you just made and grab the studs on the ledge you find.

Next to the stairs are some large, dark brown rocks. Double jump until you get to the top of the second rock, and from there, to the ledge where you can collect some goodies.

While you're over there, use the Force to move some LEGOs in the cliff wall over to the other side of the canyon to create a bridge. Backtrack the way you came, then head for the newly formed bridge.

As you cross, jump into the cave in the cliff wall over the bridge for a valuable blue stud.



Get over to the ledge so you can move the LEGOs in the cliff wall with the Force.

After you cross the bridge, more Sand People appear for you to take down. Blast them, then jump up the stone steps to the right. When you get to the top, push the movable box all the way to the end until it falls to the ground and breaks apart.

Drop down to the canyon floor and smash the containers for hidden loot, then double jump up the left canyon wall to reach a ledge with some more goodies for you to grab.

Drop to the canyon floor again and use the Force to turn that broken box into a small bridge. From there, C-3PO can access the equipment to suck the water out of the mud.

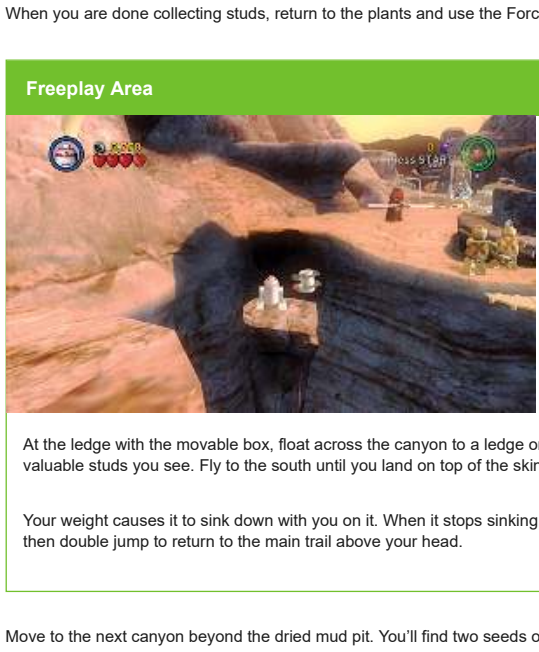
When the area is safe to cross, smash open the water containers to cause some plants to grow.

Pull out the plants using the Force, then assemble the LEGOs on the ground to form a ledge on the cliff wall. Use the ledge to double jump to the ledge above.

Collect all the studs from that ledge, then double jump to the ledge in the distance that has the blue stud on it.

With your pockets full of studs, return to the dried mud pit and use the plants on the right side to get to the ledge above them. When you are done collecting studs, return to the plants and use the Force to bust them open for more treasure.

Freeplay Area



At the ledge with the movable box, float across the canyon to a ledge on the left. When you get there, collect all the valuable studs you see. Fly to the south until you land on top of the skinny stone pillar.

Your weight causes it to sink down with you on it. When it stops sinking, you can collect a LEGO canister in the hillside, then double jump to return to the main trail above your head.

Move to the next canyon beyond the dried mud pit. You'll find two seeds on the ground. Use the Force to turn them into palm trees, then cut them back down and collect the studs.

Head farther into the canyon and break any container you see to find some more valuables.

Blast all the LEGO dirt piles along the way and explore the shallow caves hidden behind the piles to find some blue studs. At the end of the canyon, climb the dirt ledge on the right side until you arrive at the top.

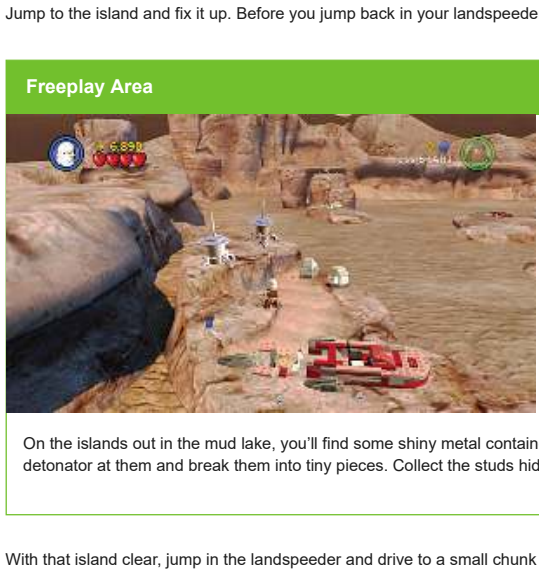
There, use the Force to open some containers for more studs. Drop to the floor and run to the end of the canyon.

You are now on the shore of a dangerous mud lake. Run to the top of the screen and break the equipment you find. Next, run to the bottom of the screen and use the Force to turn some white caps for some hidden goodies.

When the shore is clear, fix the landspeeder by putting the loose LEGO pieces back together. Use Ben Kenobi to jump in and take a ride north. The first island you reach has another broken landspeeder.

Jump to the island and fix it up. Before you jump back in your landspeeder, collect any studs you see.

Freeplay Area



On the islands out in the mud lake, you'll find some shiny metal containers. Use your bounty hunter to throw a thermal detonator at them and break them into tiny pieces. Collect the studs hidden inside.

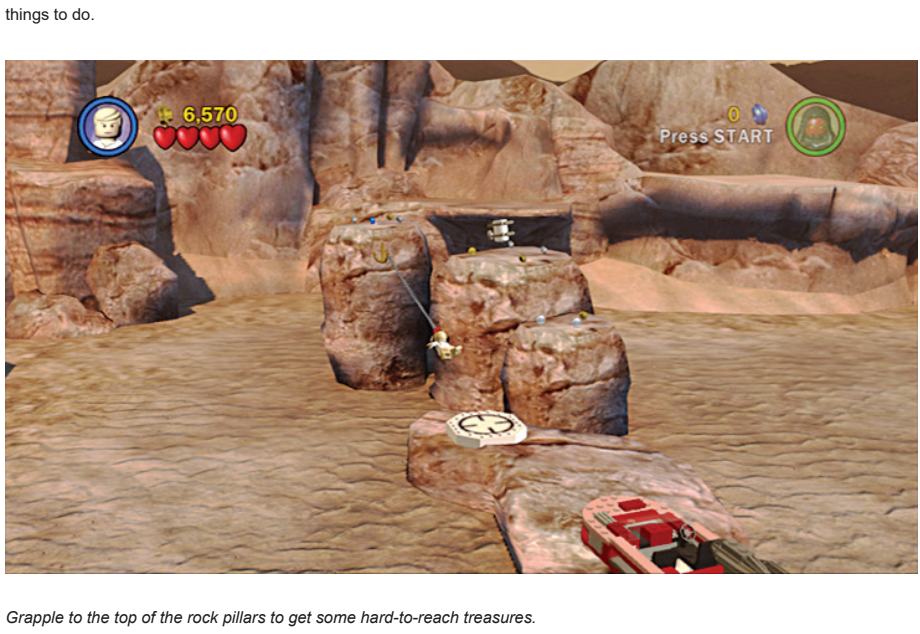
With that island clear, jump in the landspeeder and drive to a small chunk of land to the northeast. Grab the studs on the ground, then head north to another island. Smash the containers and grab the studs.

Then put the pile of LEGOs together. Use the Force to assemble the remaining pieces to form a minishuttle that flies off after it's assembled. Now head to the last island to the west. Assemble the LEGOs on the ground to form a red circle swirl pad.

Use your ascension gun to grapple to the rock pillar in the distance. Jump down along the tops of the pillars and grab all the studs you find, as well as a LEGO canister. Get back to your landspeeder and return to the shore where you left your friends.

Take your landspeeder across the mud to the other side, where you'll find a small wooden dock. Next to the dock is a pile of LEGO pieces that, once assembled, form a lever. Pull the lever after you make it.

A bridge rises out of the mud for your friends to cross. This side of the mud has a small dwelling in the center and lots of things to do.



Grapple to the top of the rock pillars to get some hard-to-reach treasures.

When your friends cross the bridge, move toward the dwelling nearby to find that some stormtroopers beat you there. Use your weapon and quickly dispose of those stormtroopers.

Now, smash all the equipment you find around the lake for some studs and a power up.

Go past the front of the dwelling. Use the Force to move the shovel you find and dig up some buried pieces. When all the pieces are dug up, put them together to make a treasure chest. Use the Force to open it up and it spews forth many valuables.

Next, move to the right of the treasure chest, past the giant lizard, and on to the hanging laundry. Blast everything hanging from the line and collect anything that falls to the ground. Next to the laundry is an activation panel for R2-D2 to access.

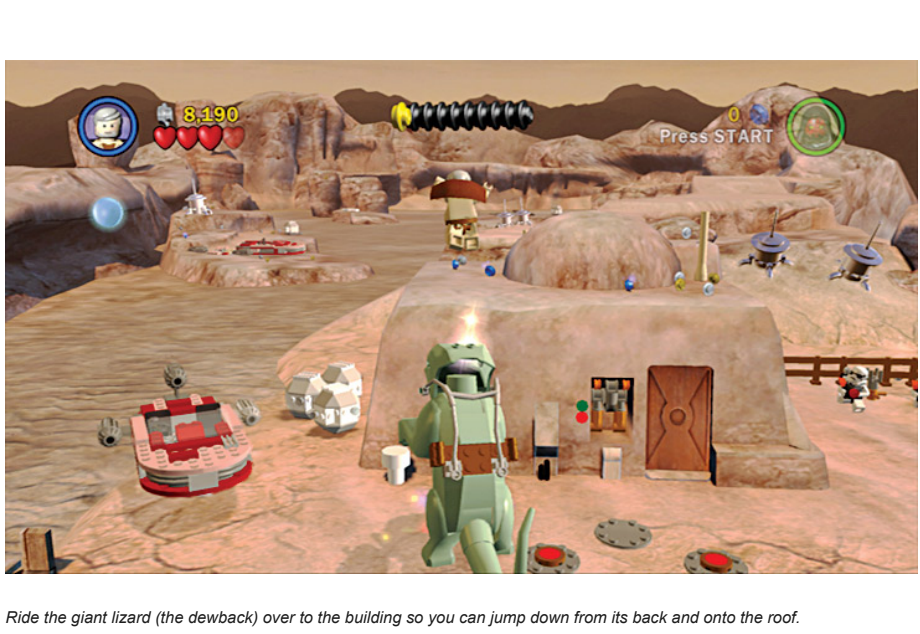
This causes the sprinklers in the nearby fence to turn on and some plants to grow. Jump into the fence area and assemble the LEGO pile into a lawnmower. After the lawnmower is done, destroy the fence and use the Force to pull out the plants.

Behind the place where the fence used to be are some white caps on which Ben can use the Force to uncover more studs.

Go back to the giant lizard you passed earlier and hop on its back. Ride the beast back to the side of the dwelling where you can dismount. Dismounting off the animal boosts you into the air so that you can land on the roof.

There you can collect many valuable blue studs. Drop to the ground and step on one of the four red switches on the ground. Your friends will step on the others.

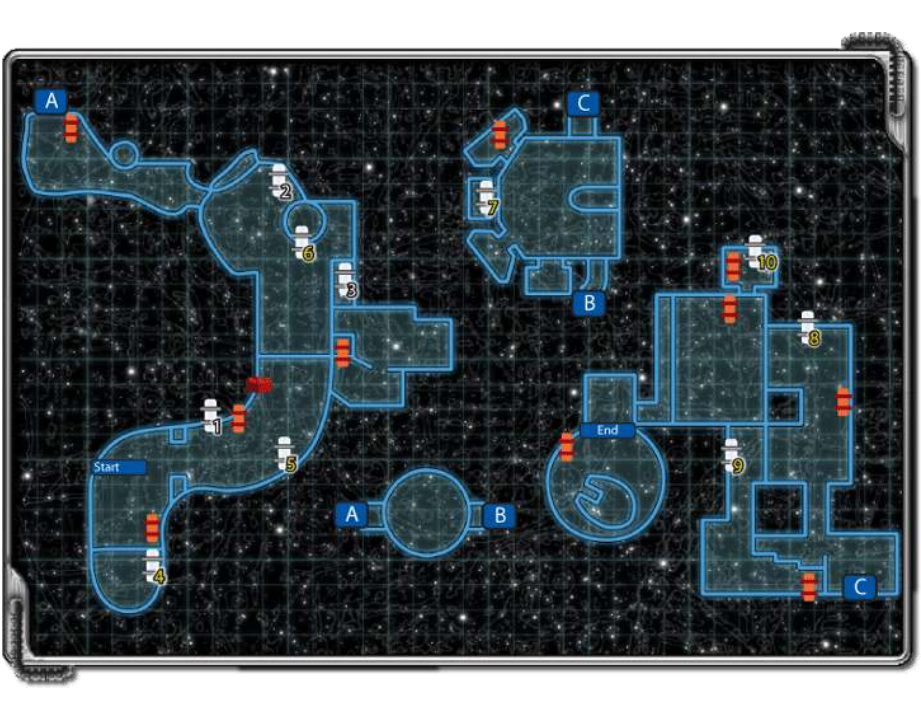
This activates a lever on the side of the dwelling. Pull that lever to open the nearby door that you can use to enter the abode.



Ride the giant lizard (the dewback) over to the building so you can jump down from its back and onto the roof.

Episode IV: A New Hope

Chapter 3: Mos Eisley Spaceport



LEGEND

1 Find all three large carrots hidden along the streets of the first area.

2 Use the Force to stack the boxes, then double jump up to the top and into the air.

3 Use the turret guns on top of the building to blast 10 giant rodents.

4 Use the Force to pull the levers on the left wall, causing the water in the spa to drain out.

5 Use the dark side of the Force to pull off the roof grate, then jump inside.

6 Destroy the equipment with a thermal detonator, assemble the loose pieces, then grapple to the top of the nearby rocket.

7 Use a small character to enter the chute in the back wall to get to a room to the right that is blocked with a force field.

8 Use the Force to turn the wheel on the back wall, opening the small gates and revealing a small area behind them.

9 After you find the third large vegetable, run back to the area where you pushed the box off the ledge.

10 Use an astromech droid to enter the theater, then smash the seats, the lights, and the screen.

Use the Force to pull some LEGOs out of the garbage then assemble them into an activation panel for R2-D2 to open.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Mos Eisley isn't a nice place. It's not someplace you would normally take a young moisture-farm boy. But desperate times call for desperate measures.

The droid and his secret plans must get to Alderaan, and that means finding a ship and an ace pilot to get you there.

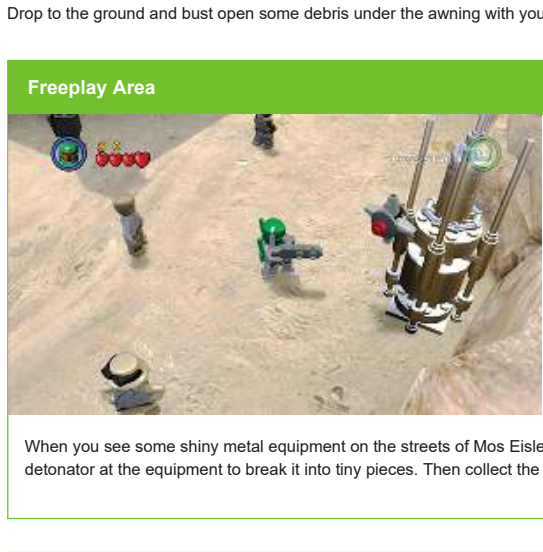
You have no time to waste because the Empire knows the plans are on Tatooine somewhere and it will stop at nothing until it finds them.

It's dangerous to stay out in the open too long, so get going and find your pilot. Run to the left and smash the container in the corner, then follow the back wall all the way to the right.

Break open the containers to the left of the locked door and collect the loot that spills out. With your trusty double jump, get on the awnings overhead for a valuable blue stud.

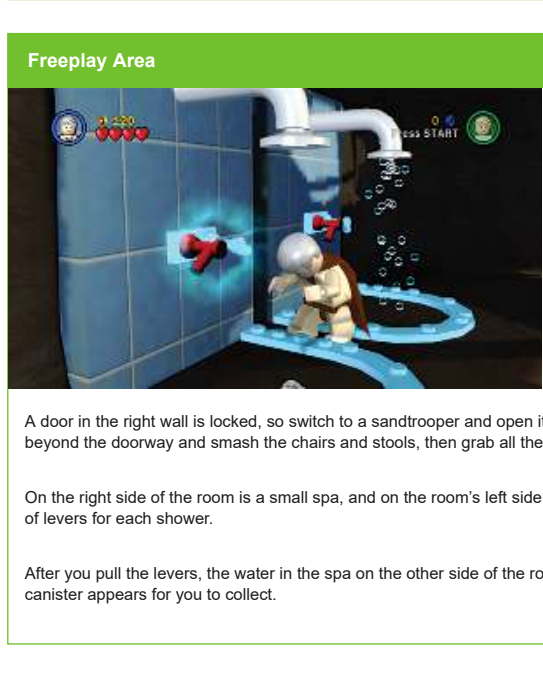
Drop to the ground and bust open some debris under the awning with your lightsaber for more loot.

Freeplay Area



When you see some shiny metal equipment on the streets of Mos Eisley, switch to your bounty hunter. Throw a thermal detonator at the equipment to break it into tiny pieces. Then collect the valuable studs that spill out.

Freeplay Area



A door in the right wall is locked, so switch to a sandtrooper and open it using the access panel. Run into the room beyond the doorway and smash the chairs and stools, then grab all the studs on the ground.

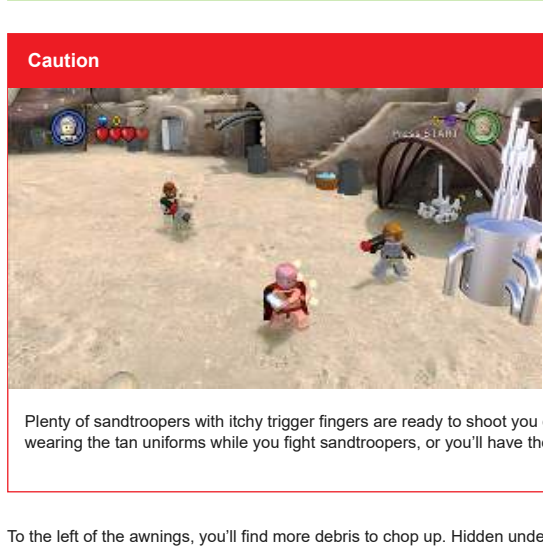
On the right side of the room is a small spa, and on the room's left side are two showers. Use the Force to pull both sets of levers for each shower.

After you pull the levers, the water in the spa on the other side of the room drains out. When the water is gone, a LEGO canister appears for you to collect.

Tip

Sandtroopers are crawling all over the city, and they will shoot at you when you least expect it. Always take them down first, before going about your looting business.

Caution



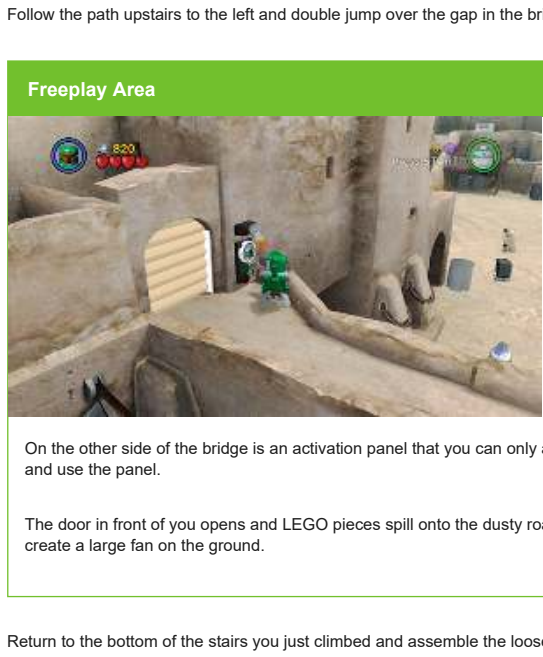
Plenty of sandtroopers with itchy trigger fingers are ready to shoot you on sight. Avoid hitting the local authorities wearing the tan uniforms while you fight sandtroopers, or you'll have them trying to blast you as well.

To the left of the awnings, you'll find more debris to chop up. Hidden underneath are not only studs but one of three large carrots hidden along the street.

Use the Force to stack the green LEGOs next to the carrot to turn them into a potted cactus that young Luke's blaster can quickly destroy. Run up the stairs nearby. You're now in a double score zone filled with studs to collect.

Follow the path upstairs to the left and double jump over the gap in the bridge to get to the other side and more goodies.

Freeplay Area



On the other side of the bridge is an activation panel that you can only access with a bounty hunter. Switch to Greedo and use the panel.

The door in front of you opens and LEGO pieces spill onto the dusty road below. Drop down and assemble the pieces to create a large fan on the ground.

Return to the bottom of the stairs you just climbed and assemble the loose LEGO bricks at the bottom for some hidden studs. Bust open the debris under the awning to scatter some orange pieces into the street.

Use the Force on these pieces to make pretty flowers sprout from the dirt. Collect the studs as you proceed across the street to a small white door. Use the Force to open the cans to the right of the door, then destroy them with your lightsaber for even more loot.

Next to the cans is a covered awning with studs on top. The awning can be reached with a simple double jump. Under the covering, use the Force to move the blue LEGOs out of the basket and onto the street.

Use Luke's blaster to destroy the line of bricks you just made, as well as the debris to the left of the basket. To the right of the awning you'll find more containers to crack open and more studs on the ground to the right of those containers.

Head across the street to a yellow awning with a yellow stud on top. Double jump to get the treasure up there, then put together the pile of LEGOs nearby to create a box. Use the Force to move the box up the street.

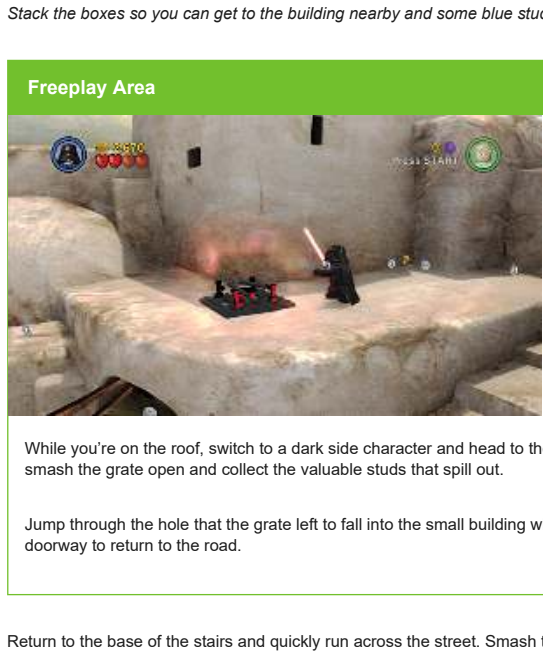
You can use the Force again on another nearby box so that the two are stacked on top of each other. Climb the boxes and jump to the building nearby for two blue studs. From the top of the building, jump to the black tent on the left. Get the gold stud, and slide to the ground below.

When you get back to the ground, enter the large hut nearby to gather the goodies lying on the ground. Smash the dark gray container to the left of the hut. Next, use the Force to scatter the blue LEGOs in the bowl on the ground onto the dusty street.

Use the Force again to turn each LEGO into a pretty plant and many studs. Climb the stairs in back of the bowl and collect all the goodies on the roof at the top.

Stack the boxes so you can get to the building nearby and some blue studs.

Freeplay Area



While you're on the roof, switch to a dark side character and head to the black grate. Use the dark side of the Force to smash the grate open and collect the valuable studs that spill out.

Jump through the hole that the grate left to fall into the small building where you collect a LEGO canister. Run out the doorway to return to the road.

Return to the base of the stairs and quickly run across the street. Smash the large container at the corner of the building. Inside is the second large carrot that you must find on this street.

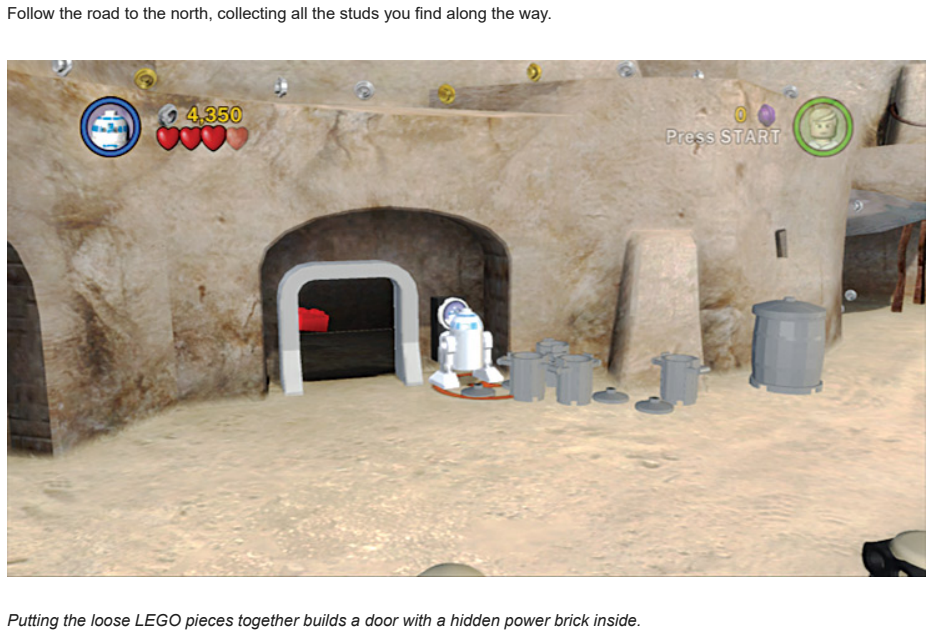
Use the Force to raise it out of the ground, then grab the blue stud on the ground under the building. To the right of the giant carrot is a giant vent hidden under the sand. Return to the starting area and drive the landspeeder over to that location.

The wind created by the landspeeder will clear away the dust so that you can jump on the exposed vent and ride the draft into the air for a blue stud.

With the stud in hand, follow the buildings along the left as you head north until you get to some small garbage cans. Use the Force to open each one, and then again to pull the LEGO contents out and onto the street.

Put the pieces together to create a door with an activation panel showing the picture of an astromech droid. Use R2-D2 to open the door and grab the red power brick inside. When you have the brick, destroy all the cans outside the door.

Follow the road to the north, collecting all the studs you find along the way.

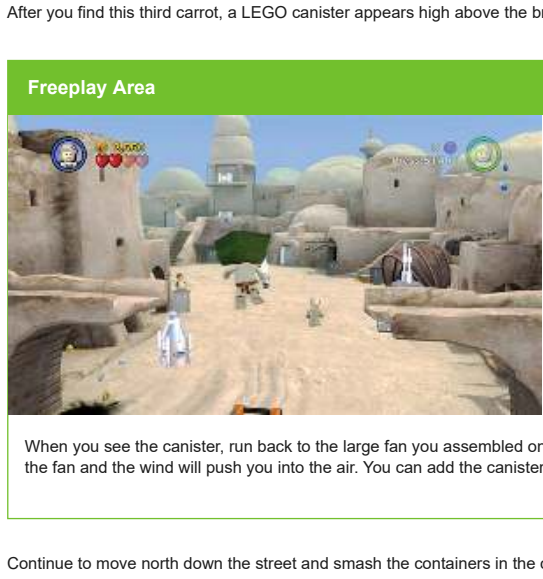


Putting the loose LEGO pieces together builds a door with a hidden power brick inside.

Run back to the set of stairs you were on earlier (on the opposite side of the road). Head north and smash the can next to the building. Inside is the last hidden carrot.

After you find this third carrot, a LEGO canister appears high above the broken bridge you jumped across earlier.

Freeplay Area



When you see the canister, run back to the large fan you assembled on the road underneath the broken bridge. Jump on the fan and the wind will push you into the air. You can add the canister to your stash.

Continue to move north down the street and smash the containers in the corner. After you collect the contents that spill out, use the Force to create a bicycle out of the loose LEGOs that are on the ground.

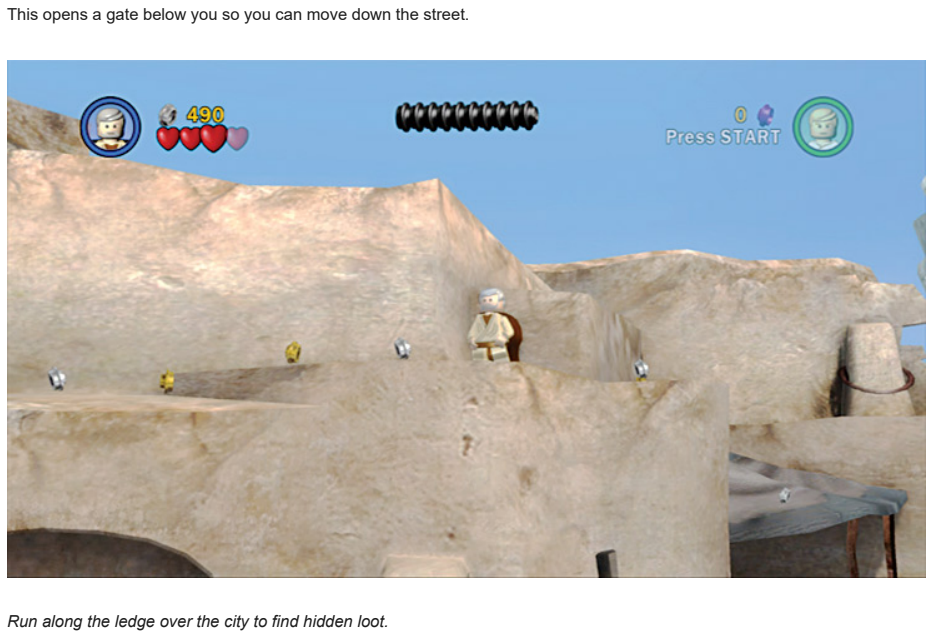
Run up the stairs nearby to get to the roof, where you find a small chute in the wall and more studs on the ground. Jump on the brown awning and slide back down to the ground.

Use the Force on the stairs you just climbed to turn them into a ramp against the wall ahead.

Run to the base of the ramp and blast open the containers you find. Next, ascend the ramp and take out all the sandtroopers trying to drop you with their blasters. The ramp takes you to the building roof and many studs.

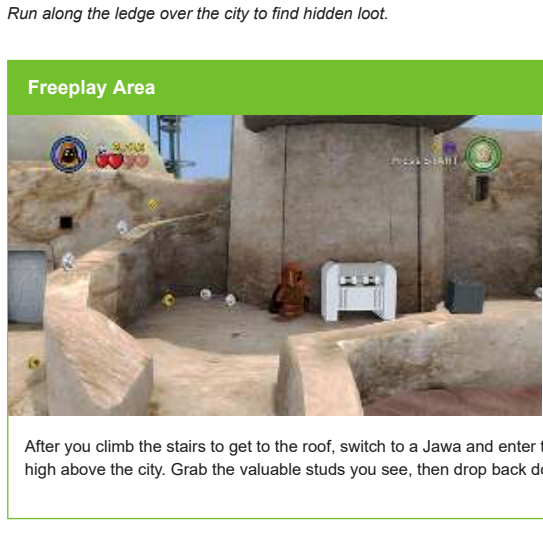
Follow a ledge at the top to the left, past an activation panel, until you get to a wall. Double jump to get to the top of the wall, and follow the rest of the ledge down the street, collecting studs as you go.

After everything has been collected, jump to the street and walk C-3PO to the activation panel you just passed on the ledge. This opens a gate below you so you can move down the street.



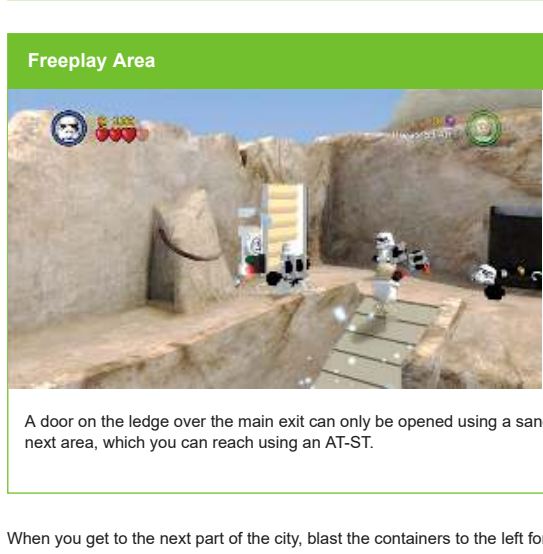
Run along the ledge over the city to find hidden loot.

Freeplay Area



After you climb the stairs to get to the roof, switch to a Jawa and enter the chute in the wall. This takes you to a ledge high above the city. Grab the valuable studs you see, then drop back down to the roof you came from.

Freeplay Area



A door on the ledge over the main exit can only be opened using a sandtrooper. This door just leads to a ledge in the next area, which you can reach using an AT-ST.

When you get to the next part of the city, blast the containers to the left for some hidden goods. Continue north along the city wall until you see a part of the city that is blocked off with debris.

Because you can't get through there just yet, follow the city wall to the left, collecting studs as you go. Enter the white door for some loot, then use the Force on the garbage cans outside before you smash them to bits.

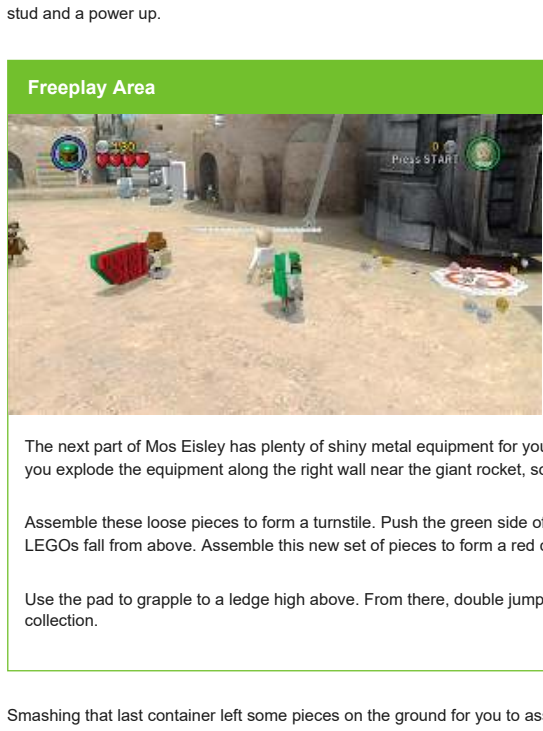
Collect any treasure that falls to the ground.

Continue to follow the city wall until you get to three boxes on the ground, then take out all the sandtroopers that move in to greet you. When the coast is clear, use the Force to stack the boxes up ahead.

Scale the stack until you can jump to the roof of the building. Add a LEGO canister to your collection. Return to the ground.

Search the room nearby to collect some hidden loot, then smash a container next to your stack of boxes for a valuable blue stud and a power up.

Freeplay Area



The next part of Mos Eisley has plenty of shiny metal equipment for you to blow up using your thermal detonators. After you explode the equipment along the right wall near the giant rocket, some LEGO pieces are left behind.

Assemble these loose pieces to form a turnstile. Push the green side of the turnstile all the way around until some white LEGOs fall from above. Assemble this new set of pieces to form a red circle pad.

Use the pad to grapple to a ledge high above. From there, double jump in the air to get a LEGO canister for your collection.

Smashing that last container left some pieces on the ground for you to assemble. Putting them together forms a ramp up the step. Walk C-3PO up the ramp to the door in front so he can use the activation panel.

Inside are a lot of loose LEGO pieces that Ben Kenobi can quickly put together to form the head of something. Be sure to grab the valuable studs that appear after construction is complete.

Smash the two large containers on the left to reveal some studs and more LEGOs. Put the two piles together to form the feet of something. Continue along the wall to the left. The road leading down the street is blocked with more debris.

Because you can't go that way for now, use R2-D2 to open the door to the left of the debris. With the door open, Ben Kenobi can pull the objects out using the Force.

These objects land next to some more loose LEGOs that you need to assemble.

Now, on the dusty streets of Mos Eisley, you have all the parts to construct your very own AT-ST walker.

Before you do anything though, move along the left wall and use the Force to empty all the trash cans you find, then use your lightsaber to smash them apart. Grab all the studs along the way, including a valuable blue one.

Now it's time to construct the parts you left on the ground. Use the Force to move the feet, then the legs, then the base, and finally the head. Congratulations—you've made an AT-ST!

Parts litter the dusty street. What could they make?

You don't get very long to celebrate your construction because a sandtrooper runs out of a nearby building and hops into your AT-ST.

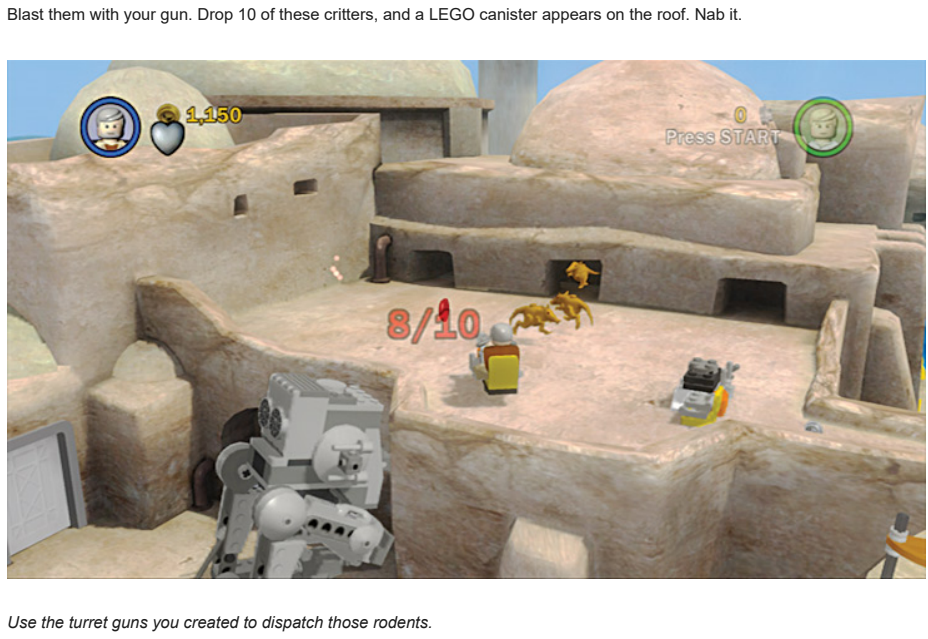
Use the Force on the vehicle to bring that sandtrooper to the ground where you can cut him down with your lightsaber. Now that the walker is free again, jump in.

Ignore the blocked street next to you and head back to where you first entered this street and saw the first blocked road.

Move the AT-ST to the building next to the roadblock and jump to the roof. Put together the loose LEGO bricks you find to create two turret guns.

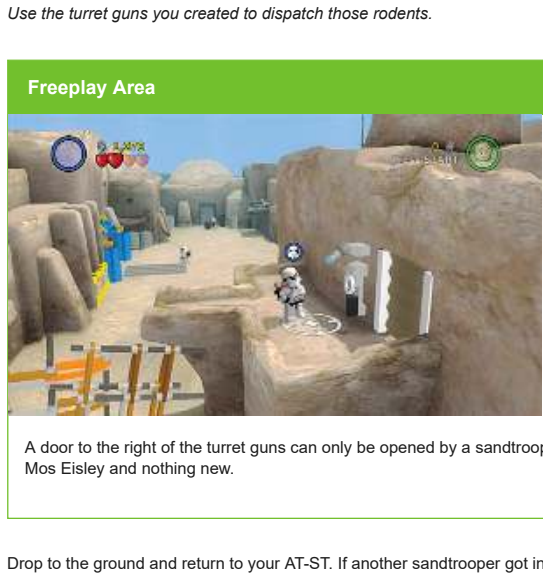
After the guns are complete, collect the studs on the ground and jump into the turret to take control of it. As soon as you do, some giant rodent creatures come out of the holes in front of you.

Blast them with your gun. Drop 10 of these critters, and a LEGO canister appears on the roof. Nab it.



Use the turret guns you created to dispatch those rodents.

Freeplay Area



A door to the right of the turret guns can only be opened by a sandtrooper, but that door just leads back to the first part of Mos Eisley and nothing new.

Drop to the ground and return to your AT-ST. If another sandtrooper got in while you were away, use the Force again to get him out and dispose of him. It's time to test out the power of this vehicle and blast the roadblock.

After the roadblock is blown to pieces, collect the studs on the ground and shoot the sandtroopers in the courtyard on the other side.

You found a double score zone! With the sandtroopers gone, get out of the AT-ST and assemble some loose LEGOs near the entrance to the courtyard. Blast your construction, then follow the right wall around the courtyard.

Collect all the studs in the area: They can be found on awnings, in doorways, or on ledges that you have to double jump to reach. For even more hidden loot, break all the containers you find. As you follow the courtyard wall back to the entrance, you'll see some blue brushes leading to a landspeeder washer.

Test it out. Run back to the starting area and grab your landspeeder again. Avoid enemy trouble and drive it back to the courtyard. Park it on the gray pad on the ground directly in front of the blue brushes.

As soon as the speeder is on the pad, a lever appears to the left of the washer. Pull it. This activates the landspeeder wash, scrubbing your vehicle till it's shiny and new.

Double Score Zone!

Wash your vehicle in the super duper landspeeder washer.

Get back inside the AT-ST and return to the other roadblock where you first assembled the AT-ST. Blast the second roadblock to bits and head down the street. There are many things to pick up down on the street level, but stay in your walker.

Blast the enemy soldiers on the ground as you keep moving. When the street bends to the right, you come face to face with another AT-ST.

Blast it with your lasers until you knock the other driver out of the cockpit. Then shoot him so he can't get back in.

Continue to move around this part of the street after the roadblock, picking up floating studs out of the air. Shoot the antennas on buildings for even more loot.

If another trooper gets in the other AT-ST, stop what you're doing and knock this powerful enemy out of commission before you move on. Continue collecting goods in the area until you walk all the way back to the roadblock.

Now that everything up high has been handled, you can search the ground. Near the former roadblock, you'll find a blue stud on top of an awning and some more studs scattered on the ground.

Destroy the LEGOs along the walls for even more loot. As you head farther down the street, use the Force to open garbage cans and destroy containers along the way.

Follow the bend in the road to the right, where you can smash more LEGO pieces and containers for hidden loot. Be sure to collect the blue stud tucked away in the corner along the right wall.

Once the area is stud-free, advance through the opening in the wall to the cantina.

Use the AT-ST to get the hard-to-reach studs.

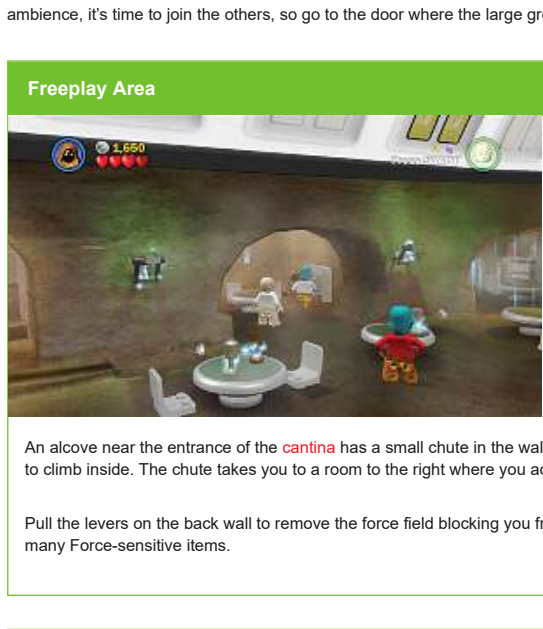
The room you enter has devices to keep droids out. Because you want your buddies to follow you, you have to eliminate the devices. Use Luke's blaster to destroy each one. Head into the room and collect all the studs on the ground.

The next door in the room is closed, so simply step on one of the four red floor buttons. When the rest of your party steps on the other buttons, the door opens to you.

Luke and Ben Kenobi take off for the ship, so it's time for Han and Chewbacca to join them. Before you leave the cantina, scour the area for loose studs, including a blue one behind the table to the far right of the bar.

Blast all the chairs for even more hidden loot. After you've had enough creature watching and have soaked up enough ambience, it's time to join the others, so go to the door where the large green arrow is pointing.

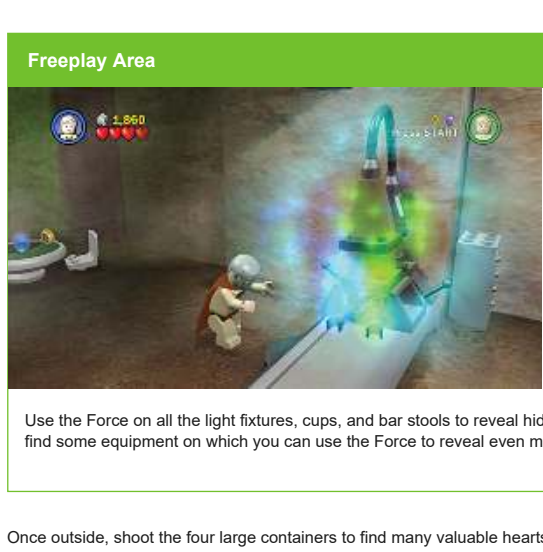
Freeplay Area



An alcove near the entrance of the cantina has a small chute in the wall. Use one of your small characters, like a Jawa, to climb inside. The chute takes you to a room to the right where you add another LEGO canister to your stash.

Pull the levers on the back wall to remove the force field blocking you from the rest of the cantina. The cantina contains many Force-sensitive items.

Freeplay Area



Use the Force on all the light fixtures, cups, and bar stools to reveal hidden goods. Follow the main bar to both ends to find some equipment on which you can use the Force to reveal even more hidden goodies.

Once outside, shoot the four large containers to find many valuable hearts and studs. One of the containers even has one of three new vegetables hidden around this part of town.

Search the nearby doorway for valuables, and collect more items along the wall. Shoot the debris under the awning to find even more treasure. When the courtyard has been cleared, step on the red circle swirl and grapple up.

On the roof, you find a sandtrooper and the Imperial spy who ratted you out. The spy runs off, but you can blast the sandtrooper. Next, put the loose LEGOs together to form a red circle swirl pad, then collect all the studs on the ground.

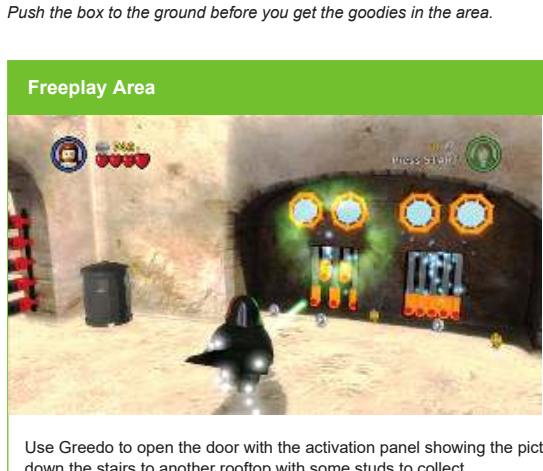
Follow the spy through the doorway and blast the antenna on the other side for more goods. Return to the circle swirl and grapple to the next rooftop to blast more antennas. Collect all the goods on the ground, including a blue stud.

Run through the open doorway and move from rooftop to rooftop until you get to the red circle swirl platform and can grapple to the building across the street.

Pull the lever on the wall and when a box rolls off the conveyer belt nearby, push it over the edge of the platform. Before you drop down from the end of the ledge, jump on the ledge nearby so you can collect a blue stud.

Push the box to the ground before you get the goodies in the area.

Freeplay Area



Use Greedo to open the door with the activation panel showing the picture of a bounty hunter. Run through the door and down the stairs to another rooftop with some studs to collect.

Follow the roof to the left, and jump across the gap to a small ledge with more studs to grab. Drop to the dirty road below and start smashing LEGO debris to find LEGO studs.

A doorway to the right can only be opened by C-3PO, but it just leads to a road you're going to use later, so don't bother entering now. Open the rest of the doors in the area to find the hidden loot behind them.

Follow the main road to the left and smash the large container against the wall. Find the second of three large vegetables around the area. Move into the alcove to the left of the vegetable and smash all the debris for more treasure.

Move down the path, smashing equipment and checking doorways for more loot. When you get to the end of the path, double jump to reach the roof on the right.

Use your bounty hunter's thermal detonator and blow up the shiny metal object. Collect the blue stud that drops, and then jump to the top of the tan dome to the right for another blue stud.

Drop to the ground and head to the wall to the north. Use the Force to turn the wheels on the wall and raise the small gates in the wall. This causes studs to sprout from the ground, so run around the area and pick them up before they disappear.

After the studs stop appearing, run behind the open gate and grab the LEGO canister that was hidden there. Run to the left wall. You'll find some large black gates.

Use the dark side of the Force to shatter each one and collect all the valuables that are left behind. The gates lead to another part of Mos Eisley that you will visit later, so don't walk through them now.

Instead, return to the area's entrance and double jump to the ledge on the left wall. From there, double jump to the roof on the right. Ascend the stairs to the door that only a bounty hunter can open, which you opened earlier.

When you get back to the road, scour the walls and doorways for loose studs in the small courtyard. Smash all the containers, garbage cans, and debris you find to uncover more treasure.

Be sure to blast the debris hidden under the awning as well. Return to the box you pushed to the ground and push it along the checkerboard path.

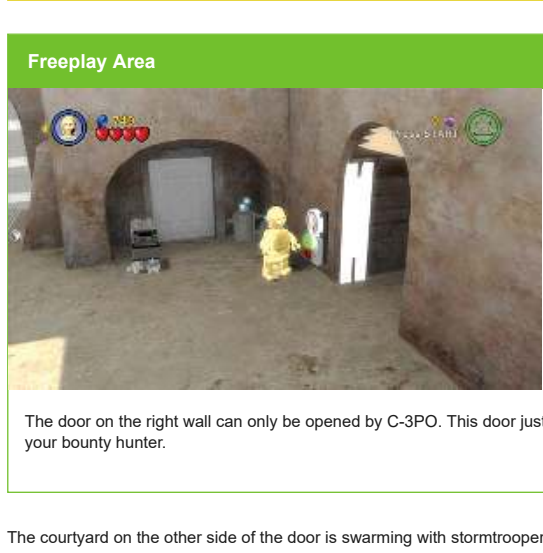
As you push the box along the path, be sure to stop and collect LEGO studs from along the walls and in the doorways. Also, blast the debris and garbage cans along the way for even more hidden goods.

Continue to push the box all the way along the path until you get to the closed gate. Shoot the box. It explodes, blasting open the gate and showering the path with studs.

Note

If you accidentally break the box you dropped to the ground, you can always return to the rooftop it came from and pull the lever again to get a new one.

Freeplay Area



The door on the right wall can only be opened by C-3PO. This door just leads to the area that you entered earlier using your bounty hunter.

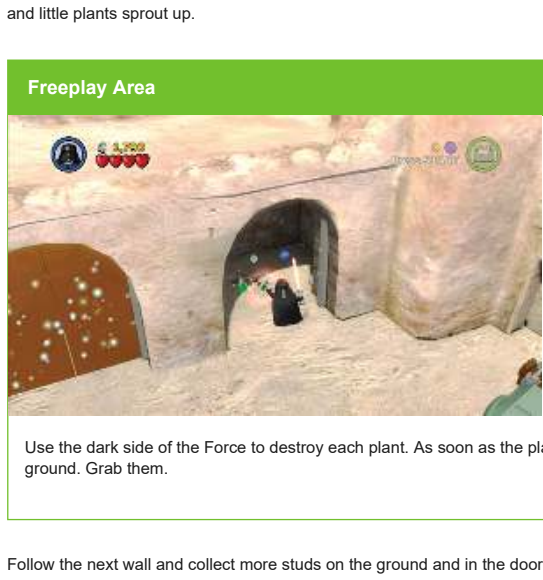
The courtyard on the other side of the door is swarming with stormtroopers, and you see the Imperial spy escape through the area. Using Han Solo, quickly run to the base of the stairs after the door and drop any enemies that try to stop you.

From the base of the stairs, start shooting into the courtyard. You might not be able to see the enemies in the distance, but shots from your blaster will find them. As you fire, your auto defense ability will keep you from taking any shots yourself.

Next, move along the left wall, shooting garbage cans and collecting studs and a power up as you go. The next wall is lined with huge doors you can blast apart.

Collect the goods hidden behind the doors, then blast the brown seeds on the ground. LEGO studs explode from the ground and little plants sprout up.

Freeplay Area



Use the dark side of the Force to destroy each plant. As soon as the plant disappears, LEGO studs sprout from the ground. Grab them.

Follow the next wall and collect more studs on the ground and in the doorway. Blast open the container you see to find another large vegetable in this area.

In the doorway to the right of the vegetable are more seeds that you can shoot to uncover buried valuables. Also to the right of the vegetables is the entrance to a movie theater.

Hey look, LEGO *Star Wars* is playing at 8:30! Unfortunately, there's no time to watch a movie now, so follow the last wall of the courtyard and grab the blue stud on the ground.

Push the box on the ground to the end of the checkerboard path. Jump from the top of the box to the ledge above.

Run to the courtyard's center and get on one of the riding beasts that are standing around. Ride it to the corner of the courtyard next to the movie theater. Jump off its back and into the air to get a valuable blue stud.

When the beast is ready again, jump on its back and ride it to the large vegetable on the ground. Jump off the beast's back to land on the roof above. There, you can grab a blue stud and pull the lever on the wall to get a new hat.

When you have the new fashion in hand, jump to the ground and ride the beast to the wall that had the giant doors.

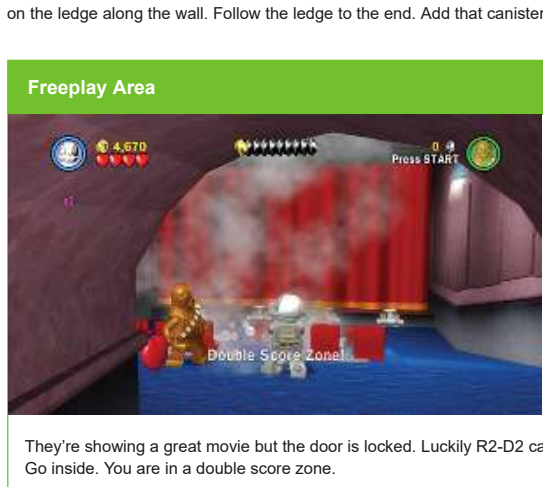
Jump from the beast to the roof, where you can check the doorways and floor for anything of value. Run through the archway and down the stairs to get to the next area.

Yee-Haw! Ride that beast to get to the rooftops above.

If you found the third large vegetable in the area, then a LEGO canister appears back in the area where you pushed the box down to the road.

Backtrack along the checkered path and get back to the ledge where you pulled the lever to get a new box. From there, jump on the ledge along the wall. Follow the ledge to the end. Add that canister to your collection.

Freeplay Area



They're showing a great movie but the door is locked. Luckily R2-D2 can access theactivation panel and open the door. Go inside. You are in a double score zone.

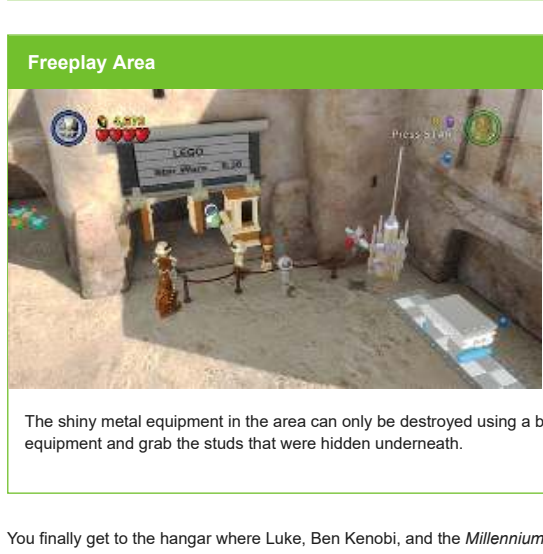
Start smashing all the chairs in the place and grab the studs that drop to the ground. After the chairs are gone, smash the four lights pointing at the curtain in the back of the theater.

After the lights are gone, the curtains are pulled. This reveals a jumbled picture on the screen. Use the Force to fix the picture and start the movie. It's black-and-white footage of some of your favorite LEGO movies.

When the movie is over, it goes back to the red LEGO logo. Show your appreciation for the film and blast the screen. As the screen breaks into pieces, collect all the studs that spill out because you'll nab lots of blue ones in the mix.

Also, hidden behind the screen is another LEGO canister for your collection. After you completely destroy the screen and grab everything in the area, you can leave the theater.

Freeplay Area



The shiny metal equipment in the area can only be destroyed using a bounty hunter's thermal detonator. Destroy the equipment and grab the studs that were hidden underneath.

You finally get to the hangar where Luke, Ben Kenobi, and the *Millennium Falcon* have been waiting for you. Unfortunately, that Imperial spy has led the sandtroopers right to you.

He runs for cover along the walkway over the hangar as the sandtroopers swarm in to blast you. Stay near the entrance to the hangar and start blasting the fools that rush you.

While you shoot your enemies, let your auto defenses protect you from incoming fire.

After the last enemy falls, the spy runs to another safe spot and sends in more troops. Take out this wave of enemies just like the first. After the second wave is destroyed, the persistent spy calls in even more reinforcements.

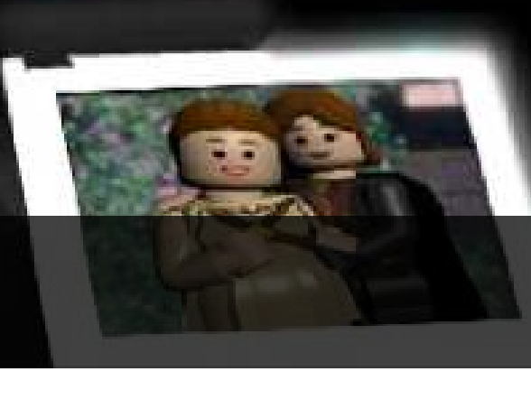
Blast this third wave of sandtroopers, including the spy on the ground. You need to hit the spy four times to take him out.

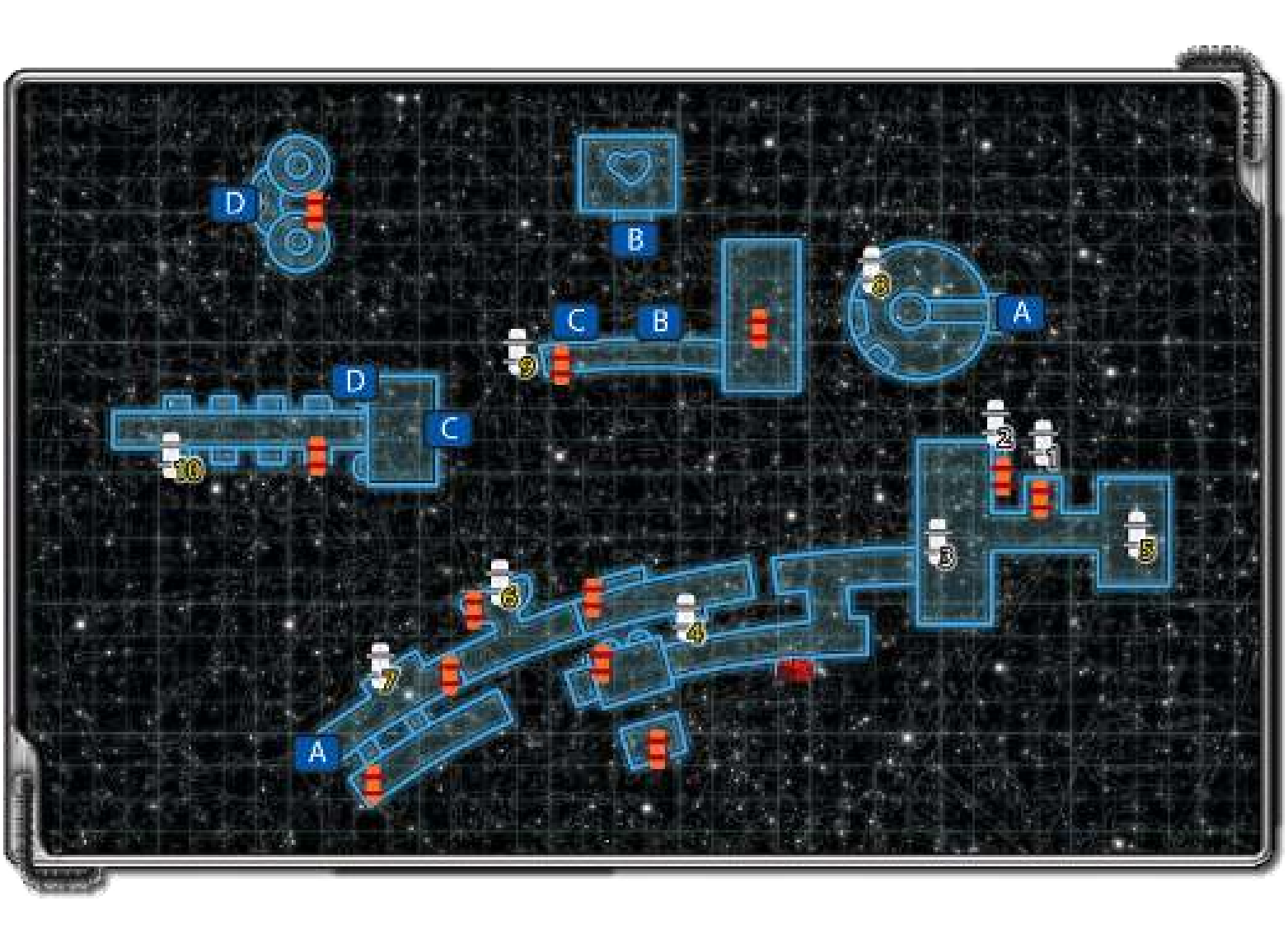
If he runs away from one side of the hangar, it means he'll appear on the other side, so meet him there and blast him.

After the spy is dead and the last sandtrooper is toast, the entry platform to the *Falcon* opens on the left side. Enter the ship.

Episode IV: A New Hope

Chapter 4: Rescue the Princess





LEGEND

- 1 Use the crane to pick up and drop 10 guards into the opening in the hangar.
- 2 Use C-3PO to open the door to the right of the windows.
- 3 Destroy all the monitors in the room.
- 4 Move into the doorway on the left side of the hall.
- 5 Use a small character to enter the chute in the wall to get to the ledge overhead.
- 6 Use the Force to pull the covers off the wall then pull all the levers you see.
- 7 Use the dark side of the Force to create some steps to the right for you to jump up.
- 8 Use an astromech droid to fly to the ledge to the right.
- 9 Use the Force to stack the boxes, jump up the stack, and push the box off the ledge you find at the top.
- 10 Use an astromech droid to access the door on the left at the end of the hall.
- Use R2 to fly to a ledge to the left, then grapple to an even higher ledge.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

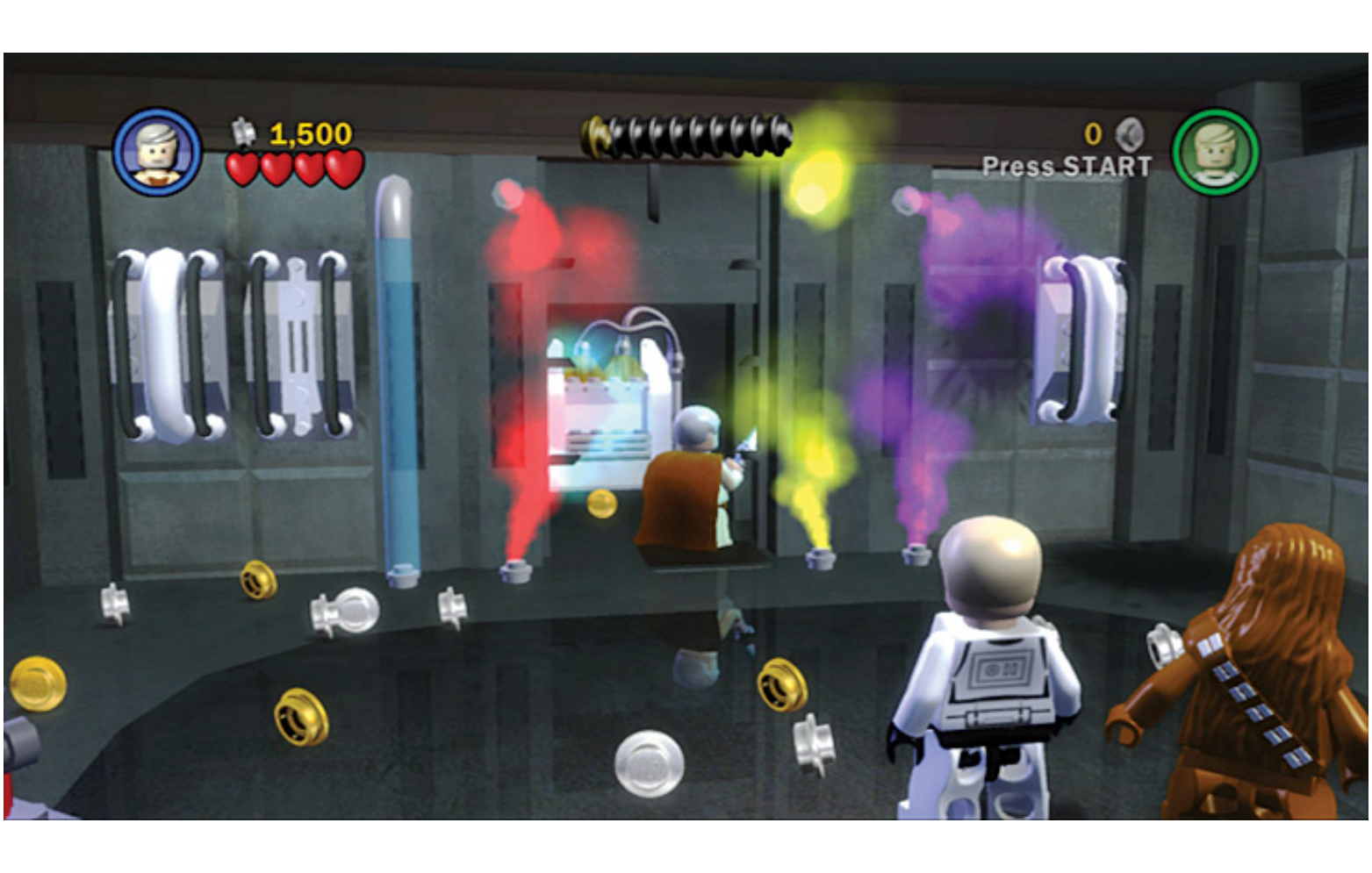
Finding the planet Alderaan blown into a billion pieces was a little disappointing. And then, being pulled into the Death Star didn't really make things any better.

But all is not lost, because your stormtrooper disguises worked: Nobody knows you're here. Now maybe you can snoop around and find out what is going on around here.

After you start, blast all the containers in the room and collect the studs that spill on the floor. The wall to the north is lined with destructible panels and long blue lights.

Blast them to little bits to spill treasures on the ground and reveal a little nook inside. Use the Force on the machine in there to get some valuable studs.

After you collect everything, use the Force on the door in the right wall to turn it into a TIE fighter.



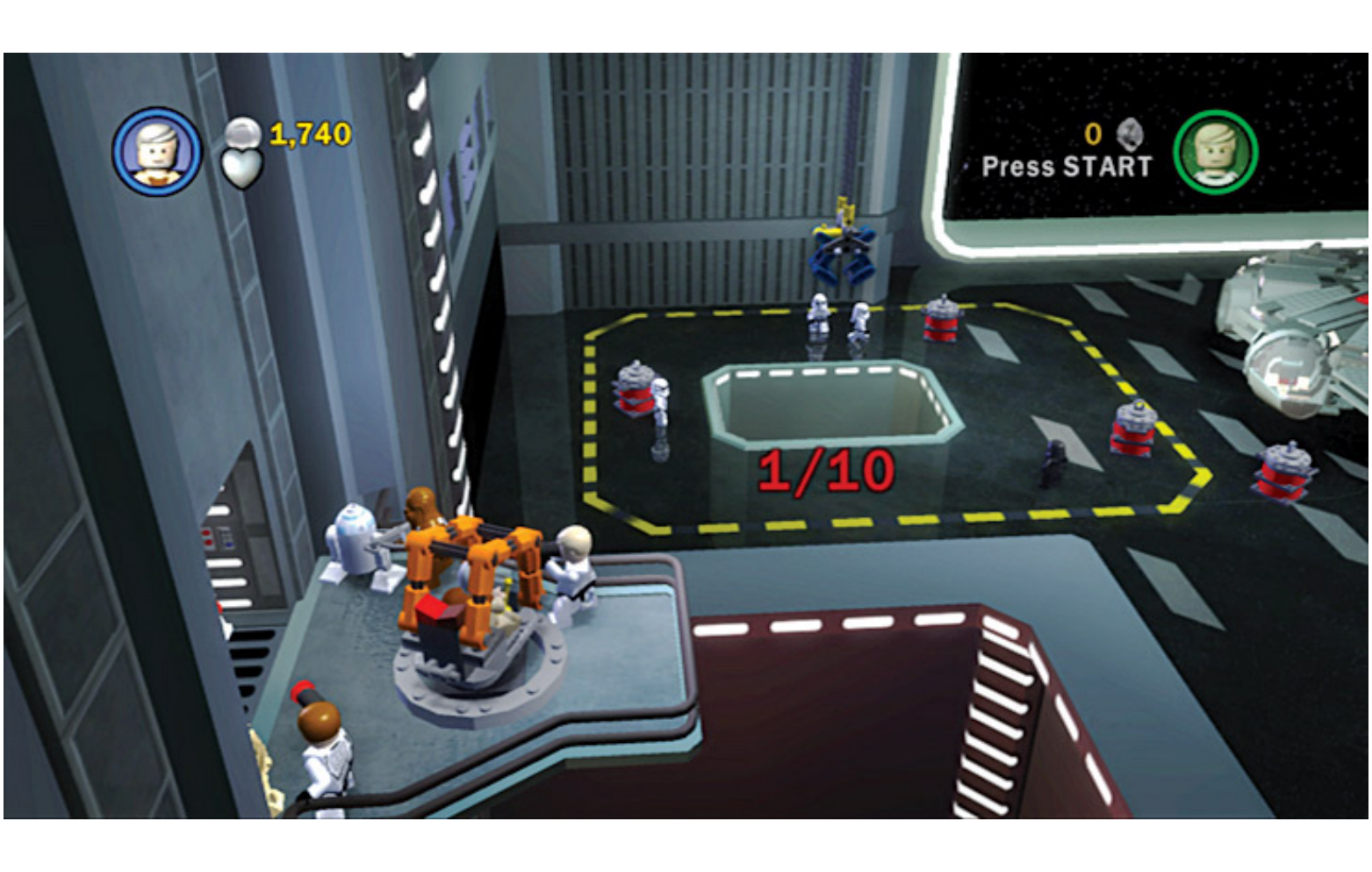
The machine hidden behind the wall has many goodies inside.

Enter the hallway and destroy the stormtroopers and containers you see. Collect the loot that litters the floor. Move through the open door in the right wall, and use one of the human characters to jump into the crane's controls.

In the distance, you can see the hangar where the *Millennium Falcon* is being guarded. Move the crane's claw around until you see its black shadow rest on the unsuspecting guard below it.

Drop the claw and pick up the guard. Then move the claw and the captured guard over the opening in the hangar's center and drop the guard to his death.

Toss 10 guards away all in the same manner, and a LEGO canister appears below. Direct the crane's claw over the canister and pick it up to add it to your collection.



The LEGO canister appears after you dispose of 10 guards.

Move back to the hall and pull the lever on the left wall to get a stormtrooper helmet. With your new disguise, you can use the activation panel to open the door at the end of the hall.

After you enter the room, blast the guards standing near the windows to the right. Run to the left of the doorway and collect a blue stud, then assemble the loose LEGOs nearby into a mini Star Destroyer.

Destroy the nearby containers, then move around the room to find more loose LEGO pieces on the floor. Assembled, they form a set of controls with a picture of R2-D2 on the activation panel.

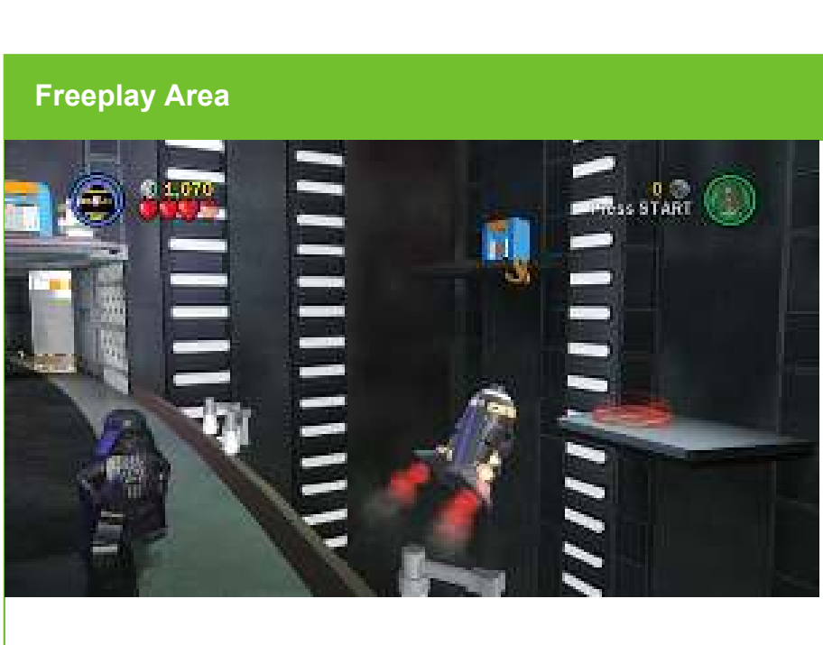
Move past this for now, and blast the colored lights on the wall the guards were standing near to find some hidden loot. Have C-3PO use the activation panel to the right of the windows to open the nearby door.

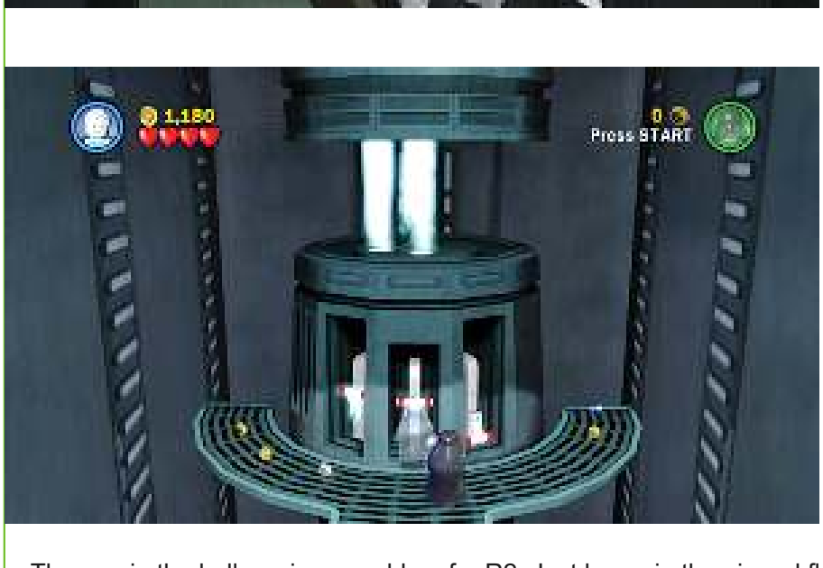
Enter and grab the LEGO canister inside. Now use R2-D2 to access the panel you passed earlier and you see a picture of Princess Leia. Obi-Wan moves off to take care of some business and the droids hide, leaving Luke, Han, and Chewy to find the princess.

Run into the next hallway that opened up to the left of the control panel. Blast the guards in the distance before they see you. When the coast is clear, move down the hall.

Destroy containers and the orange and gray pillars along the wall to reveal valuable studs inside. The end of the hall could drop you down to your death, so head into the doorway in the left wall.

Freeplay Area





The gap in the hallway is no problem for R2. Just hover in the air and fly across to the other side. Grab the blue stud on the ground.

Blast the orange and gray pillar on the wall and the stormtroopers who emerge from the doorway in the left wall. Before you go charging down the hall, move into the room from which those stormtroopers came and grab the LEGO canister inside.

Now return to the hallway and head north. Shoot the guards in the distance, then destroy any containers you see. Along the way, you can see a canister on a ledge above the hallway.

At this point, move to the edge of the hall to the right where it drops down to nothing and smash the guard rail. Switch to R2-D2 and fly across the room to the right until you get to a small ledge.

From there, use a character with an ascension gun to grapple to the ledge above. A small chute in the wall is perfect for a Jawa to travel through.

This takes you to the ledge above the hallway you came from, with a LEGO canister. Once the canister is in your stash, drop down to the hallway and continue north.

Run through the doorway and shoot the stormtroopers you meet on the next walkway. When the coast is clear, move to the semicircular platform attached to the walkway. Use the Force to pull some metal covers off the wall to reveal some levers.

Pull each lever. A LEGO canister appears above you. Follow the semicircular platform to the right and use your ascension gun when you get to the red circle swirl pad on the ground. This lets you grapple up to grab the canister.

Drop down to the walkway again and continue to follow it to the left and through the next doorway. In the next hall, shoot the container you see as well as the guard in the back-right corner.

When more troopers rush in from the left doorway, blast them as well. Use the dark side of the Force to move the gate blocking the end of the hallway and turn it into small platforms along the right wall.

Double jump up the platforms you created until you get to the top one. From there, double jump in the air to collect another LEGO canister.

Drop down to the right corner where you shot the first stormtrooper and grab the blue stud. Use R2-D2 to hover back to the main walkway.

The doorway ahead and the doorway in the left wall from which the stormtroopers came both lead to areas you don't want to enter just yet. Backtrack to the chasm that you used R2 to get across and run into the doorway in the left wall.

In the next hall you come under attack again by Imperial troops, so take them out quickly. Move down the hall and blast the orange and gray side pillars to find a power up and blue studs underneath.

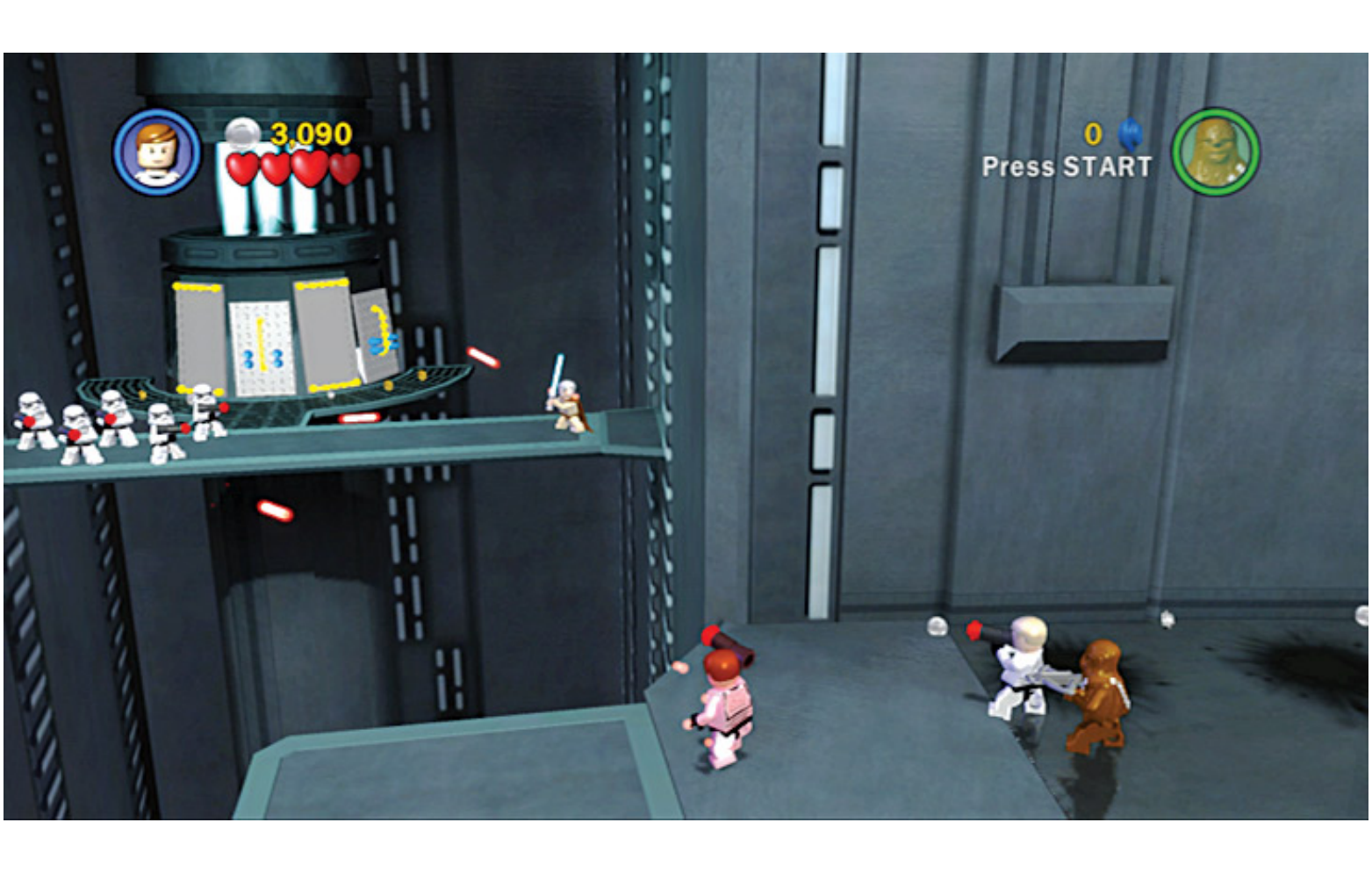
A door in the right wall has a blue stud to collect. There's also a LEGO canister behind some glass, which prevents you from getting it for now, so continue moving down the hall.

Shoot more guards in the hall and pull the lever on the right wall to put on another stormtrooper mask.

Follow the hall to a walkway where you find more stormtroopers. Shoot them as they come out of the elevators in the right wall. The stormtroopers keep coming until you break the security camera over each elevator, so destroy the cameras.

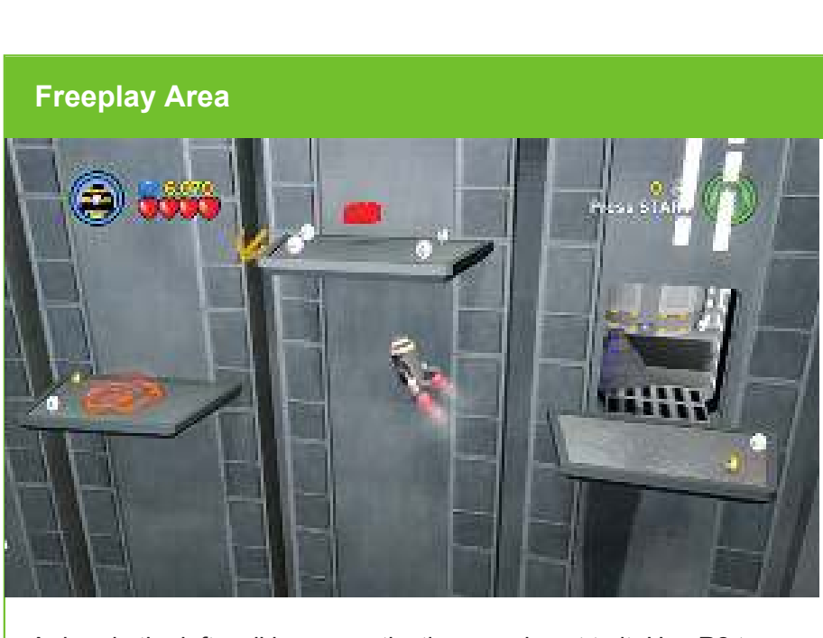
Now keep moving down along the walkway. At the walkway's end, you can see Ben Kenobi fighting with more stormtroopers across a chasm in the distance.

Ben's enemies are your enemies, so fire at those Imperials. After the last one drops, Ben uses the Force to create a LEGO bridge for you to cross.



Ben Kenobi looks like he is in trouble, so you had better help him out.

Freeplay Area

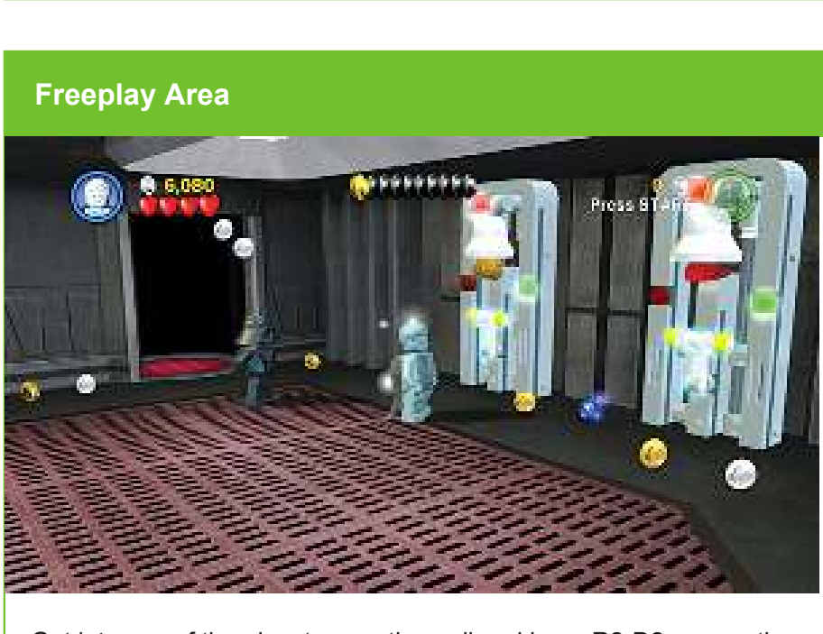


A door in the left wall has an activation panel next to it. Use R2 to access the panel and open the door. Go through the door and you find yourself on a small ledge high in the air.

Use R2 to fly over to the ledge on the left and grab some studs. Use an ascension gun on the red circle swirl pad to grapple to another ledge overhead.

Grab the red power brick, then jump back to the right to land on the small ledge you started on. Move back through the door to return to the hallway.

Freeplay Area



Get into any of the elevators on the wall and have R2-D2 access the panel inside. The elevator takes you up to a small room with four hat machines on the wall.

Collect the studs on the ground, then pull the levers on the machines if you want a new look. Now, just hop in one of the elevators and ride it back down.

While Ben does his thing, cross the bridge he created and pick up the studs on the other side. Blast any containers you find and follow the walkway to a lever on the right wall. It gives you a new helmet.

Across from the lever, some enemy stormtroopers use a grappling hook to get over the fence. These troops are tough and require two shots to take them down.

Use your friends as cover and drop the enemies quickly, then blast the hook they are using to get up so that no more can enter the area. When the area is secure, pull the lever to put on your mask.

Run down the rest of the walkway until you get to a block in the road. Shoot at the blockade until it explodes. Run past the doorway in the right wall and continue down the hall, blasting orange and gray pillars while collecting all the studs on the ground.

At the end of the hall, run through the door on the right. Shoot the guards in black when you get to the next area, as well as the hook on the fence that they are using to grapple.

Run to the right of the door, and with your stormtrooper mask on, access the activation panel on the wall to open the door. When the door is open, smash any containers in the area and collect all the studs before moving along.

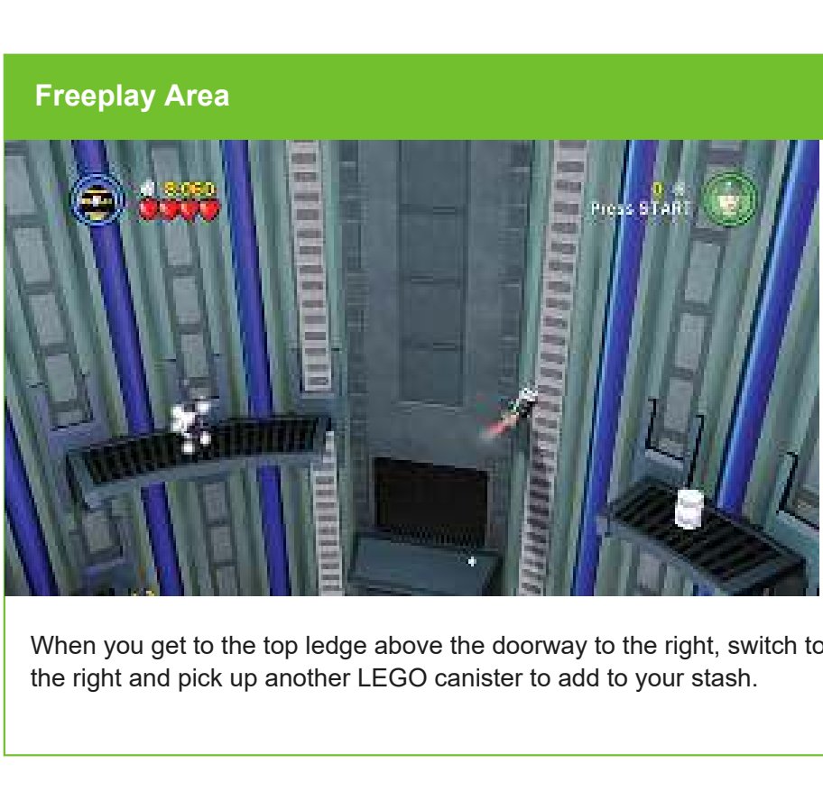
Pass through the doorway and run across the narrow walkway. At the circular platform in the middle of the area, assemble the loose LEGOs to make a turnstile.

Push the green side of your creation to move that narrow walkway you crossed over to a platform against the back wall. Quickly run across the newly moved narrow walkway before it moves back to its original location.

Once you get to the newly discovered platform, use your ascension gun to reach the platform above you. If you don't have a stormtrooper helmet yet, you can get one here.

Now grapple to a higher ledge and blast the guards on the ledge to the right. Jump to that ledge and fall off its right side; you land on a ledge with a door you can enter.

Freeplay Area



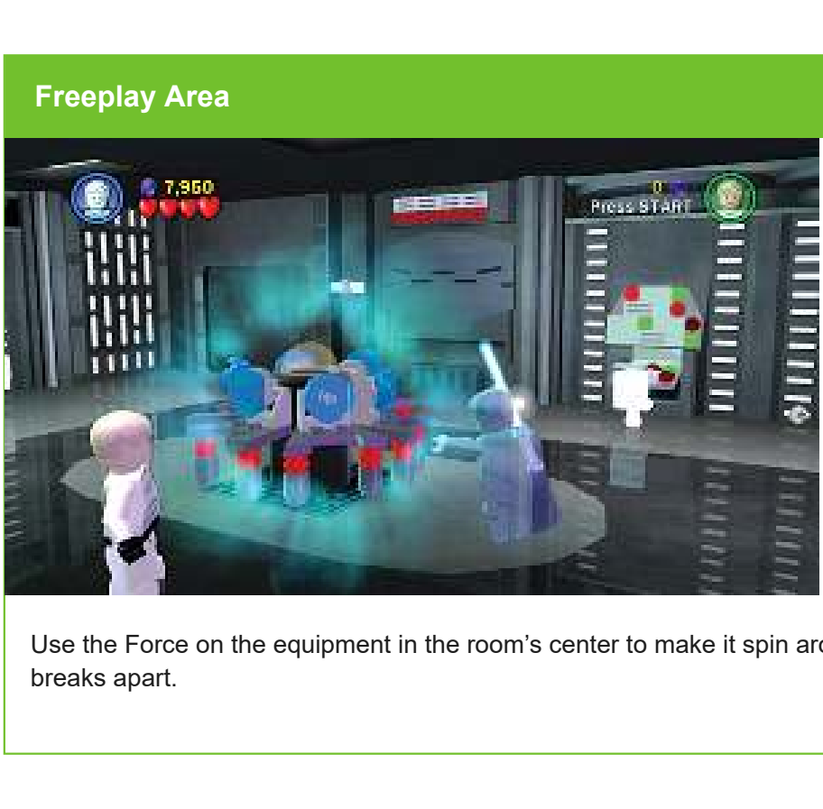
When you get to the top ledge above the doorway to the right, switch to R2-D2. Fly across the room over to a ledge on the right and pick up another LEGO canister to add to your stash.

Move through the door to find a room full of enemy troops. Run to the left and drop the two stormtroopers there. When they're gone, focus on the troops on the other side of the room without having to worry about anyone shooting at your back.

When the coast is clear, run around the room shooting out the red and green blinking monitors and collecting the studs along the walls. After the last monitor is history, a new one opens up showing a scary march of stormtroopers.

A LEGO canister appears below it; add it to your collection. Assemble the nearby pile of LEGOs to form an activation panel for the door. While wearing your stormtrooper helmet, access the panel to open the door.

Freeplay Area



Use the Force on the equipment in the room's center to make it spin around and around. It spins so fast, it eventually breaks apart.

Blast the guards on the other side of the door and assemble the loose LEGOs on the left side of the hall. Run down the hall, blasting orange and gray pillars, as well as any container you find.

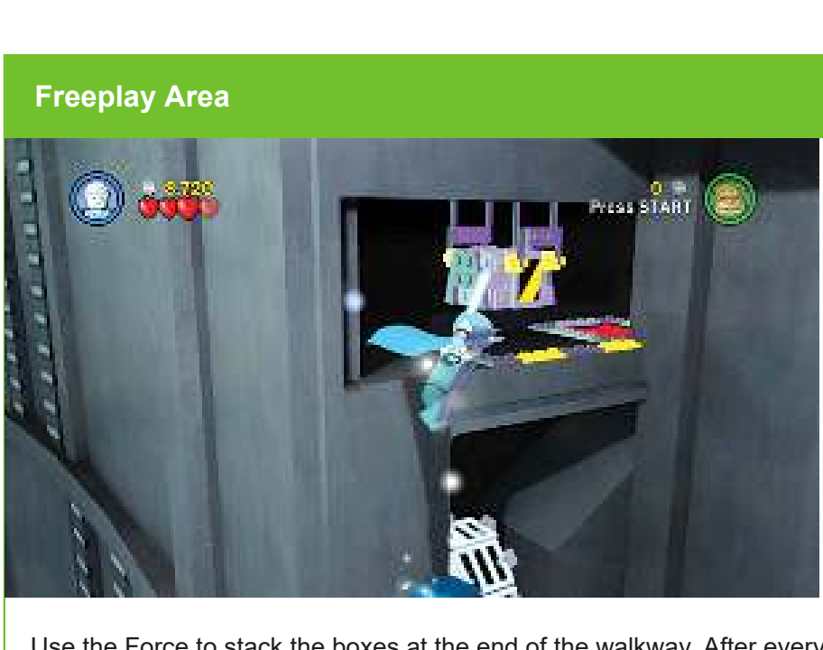
More guards are posted in the next area, so blast them when they get in range. Also, blast more containers on the floor.

When the area is clear, open the first elevator while still wearing your stormtrooper mask. This takes you to the lounge where stormtroopers go to relax and take hot baths with each other.

They may be wearing nothing but swimsuits and helmets, but these stormtroopers are packing, so quickly shoot them dead. Once the bathing area is free of enemies, run to the back wall.

Three panels open when you get close, exposing a lever behind each one. Pull each lever to take a nice shower before you leave via the elevator you came up.

Freeplay Area

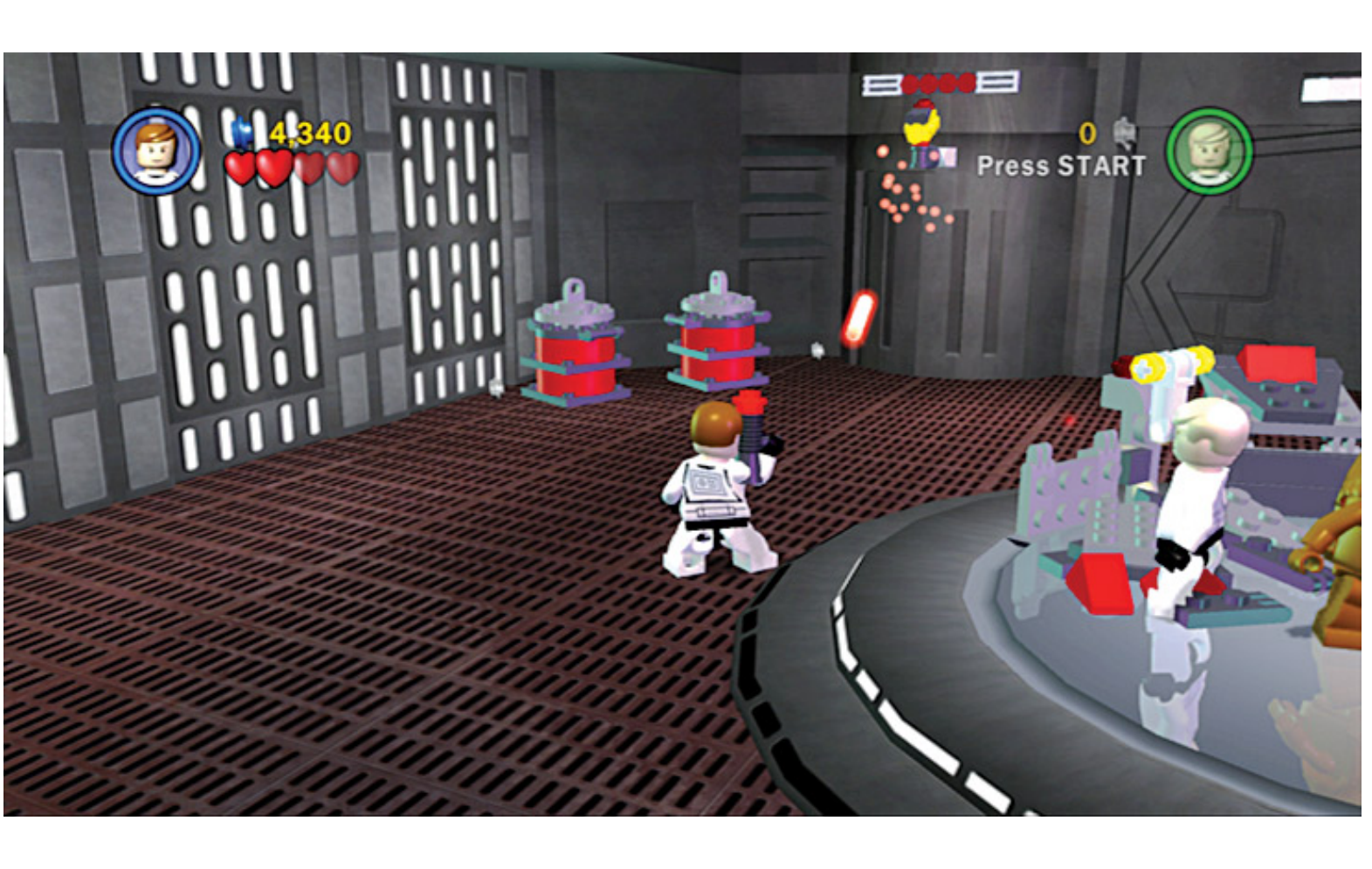


Use the Force to stack the boxes at the end of the walkway. After everything is stacked, double jump to the top of the boxes, then double jump again into the alcove above. Push the box you find to the right until it drops down a chute in the ground.

The box drops to the end of the chute where it breaks a gate in the wall. With the gate gone, you can drop down to the walkway and grab the LEGO canister that was behind it.

After you get off the elevator, run to the left and enter the elevator to ride it down. As soon as you enter the next room, start blasting the guards inside. As you fire, more guards enter the room from the elevators in the back.

Keep shooting until all the enemies are gone. Above each elevator is a security camera. Fire at these cameras a few times until they break into tiny pieces. More guards will use the elevators to enter the room until each camera is destroyed.



Destroy those security cameras over the elevators to stop the guards from storming in.

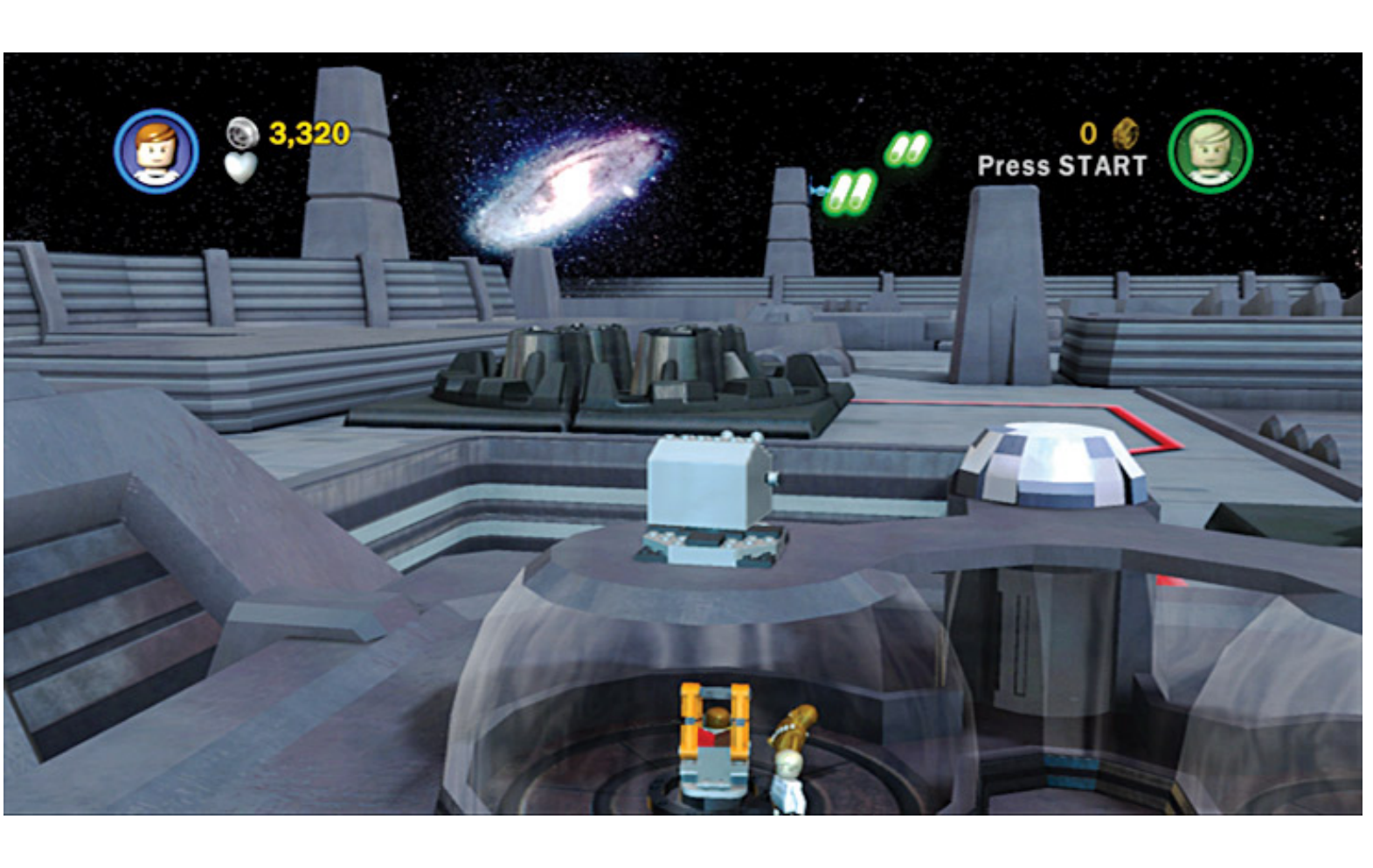
Now move through the room shooting containers and collecting studs. Move to the room's center and put the loose LEGOs together to form the control panel.

Collect all the goods that spill to the floor before you pull the levers on the equipment you just put together. This opens a door in front of you.

Before you go charging down the corridor behind the door you opened, jump into one of the elevators. Both elevators take you to a room with the controls to a couple of turret guns on the outside of the Death Star.

Jump into the controls of a turret and start firing at the TIE fighters flying around outside. Shoot in their general direction and don't let up.

After you destroy 10 crafts, a boatload of blue studs drops on the floor between the two guns. Quickly grab them before they disappear.



Use the turret guns to drop those TIE fighters like flies.

Ride an elevator back to the room you came from and head into the corridor leading into the prison block. Guards at the back of the corridor charge at you, so fire as they approach until they fall to pieces.

While the coast is clear, pull a lever on the right side of the hall; one of your friends will pull the other, opening the door between the two of you. Run inside the cell to collect the valuables on the floor.

Return to the corridor and shoot more guards charging you. Pull the levers across from those you just pulled and clean out the inside of the cell.

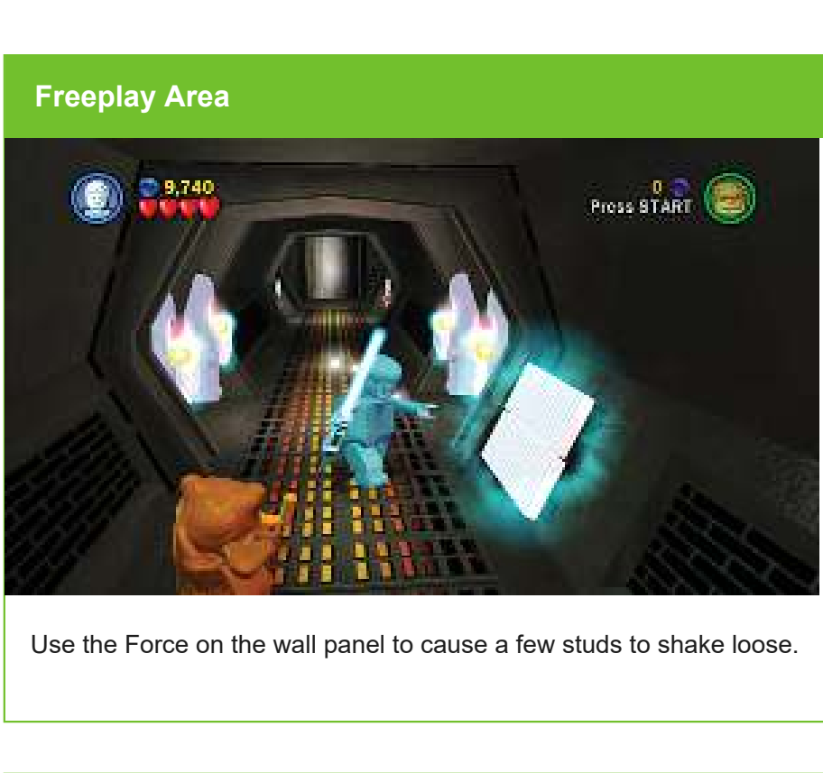
In between pulling levers and cleaning out cells, always be sure to shoot the guards as they charge you. Now, head down the corridor to the next set of levers. Pull the levers on the left wall and enter the cell.

Assemble the LEGOs on the ground to put together the skeleton of some poor prisoner who never tasted freedom again. At least he left you studs to collect.

Go to the next set of levers and pull the ones on the left wall for some studs. Pull the levers on the right wall to find the cell holding Princess Leia. The last set of levers down the corridor can be opened only by droids.

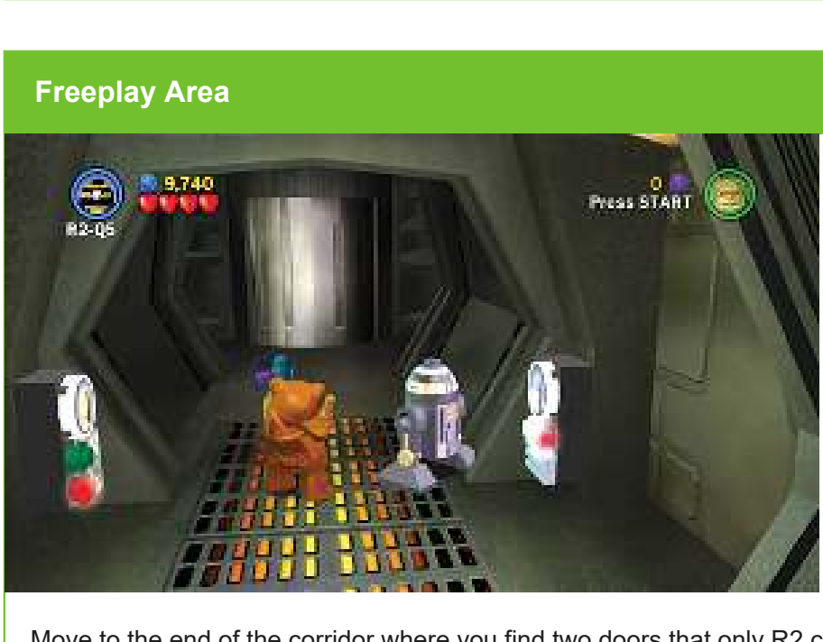
Go into the cell with Leia. Step on one of the floor switches in front of her. One of your friends will step on the other to disable the force field and set her free.

Freeplay Area



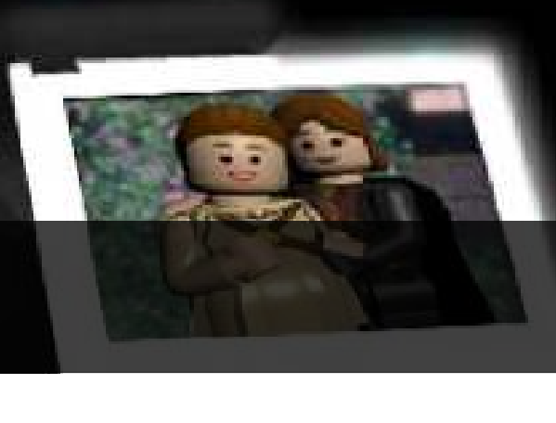
Use the Force on the wall panel to cause a few studs to shake loose.

Freeplay Area



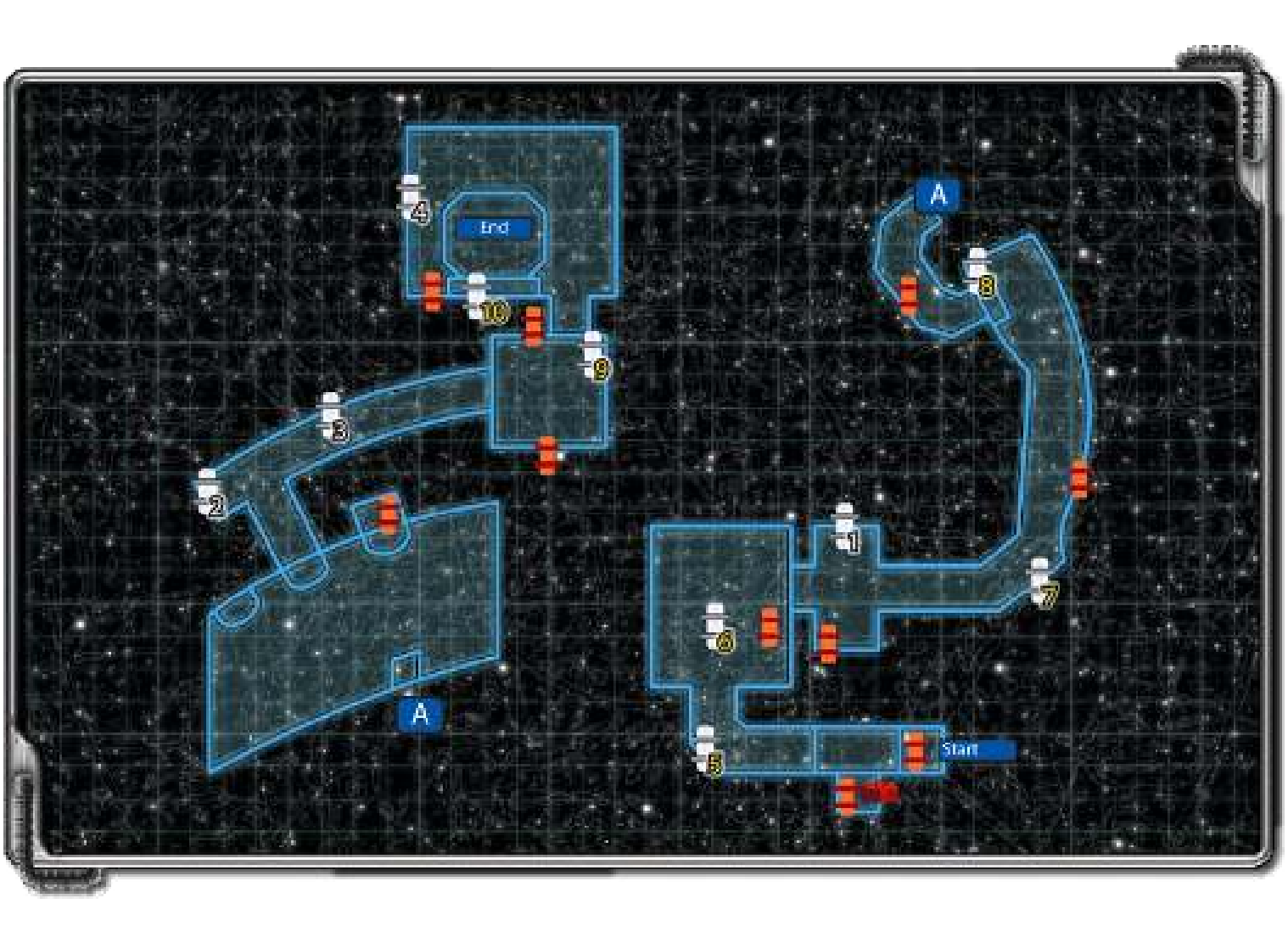
Move to the end of the corridor where you find two doors that only R2 can open. Have R2-D2 access the activation panel on the right door and go inside the room to grab some valuable studs.

Access the panel on the left wall and move through the open door. Grab the studs and a LEGO canister to add them to your collection.



Episode IV: A New Hope

Chapter 5: Death Star Escape



LEGEND

- 1 Clean the windows, then jump out of the controls.
- 2 Jump out the window to a small ledge in the south.
- 3 Destroy the orange and gray pillars to find three special LEG pieces.
- 4 Assemble the loose pieces on the ground into a latch on the nearby door and then push the door open.
- 5 Destroy the shiny metal grate to the right of the helmet dispenser using a thermal detonator.
- 6 Use a small character to enter the wall chute under the floor.
- 7 Use the dark side of the Force to pull the grate off the wall.
- 8 Use the Force to turn some equipment nearby into ledges you can jump on.
- 9 Use the Force to stack the boxes in the back of the room and then double jump to the ledge on the wall.
- 10 Open the door behind the Falcon using a bounty hunter.
- Use a protocol droid to get into the door in the left wall and assemble the LEGOs in the next room to create a box, then use the Force to open it.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

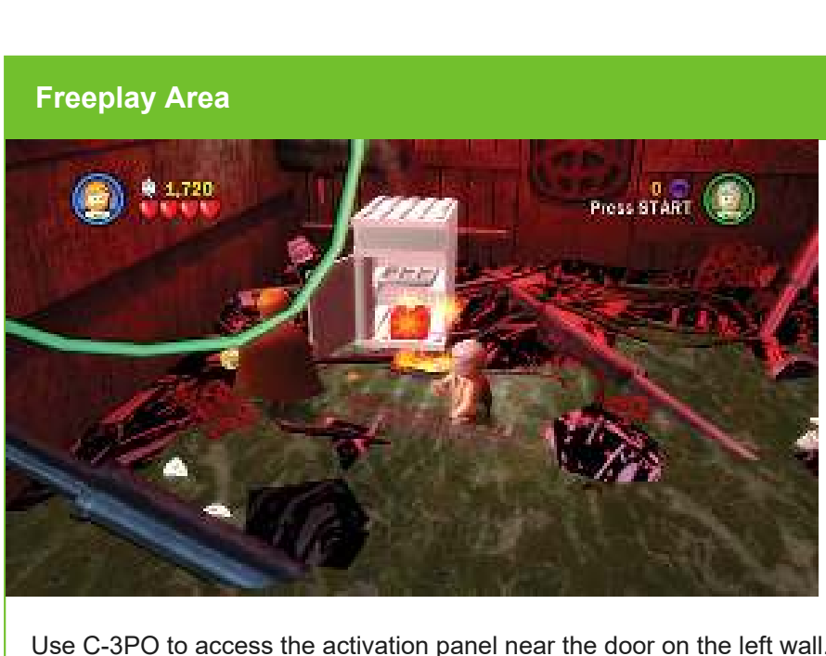
The rescue mission hasn't gone according to plan. The heroes were almost done in by blaster fire, then they ended up in the garbage, and then the walls almost crushed them.

It's a good thing R2 was able to stop the trash compacter in time. The stormtroopers haven't caught them yet, so the rescue mission is still on. It's time to find a way out of the trash.

To start, assemble the LEGOs near the back wall to form a small platform. From there, pull the lever on the wall, opening the door in the wall for you to use as an exit.

Follow the corridor as it bends to the right, shooting guards and collecting studs along the way. Use the lever on the left wall to get a stormtrooper helmet as you go.

Freeplay Area

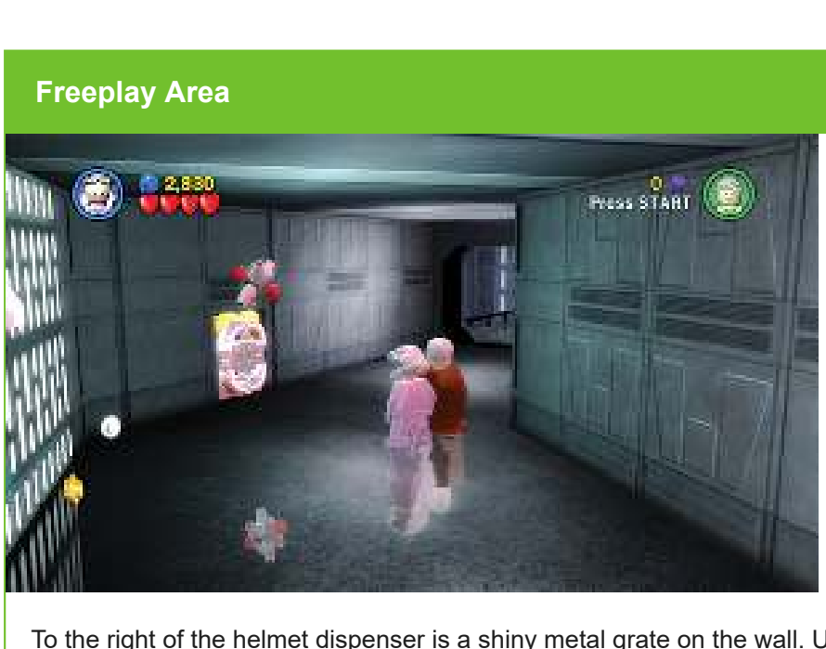


Use C-3PO to access the activation panel near the door on the left wall. Run through the doorway and you are in another garbage compactor. Assemble the LEGOs near the left wall to create a large box.

After completing it, use the Force to open the box. You'll find a red power brick to add to your collection. Run to the right and assemble some more loose pieces to create a little bonfire.

Now run around the garbage and collect all the studs hidden under the surface of the debris. Check near the room's center for a valuable blue stud. After the room is clear, you can exit by the same door you entered.

Freeplay Area



To the right of the helmet dispenser is a shiny metal grate on the wall. Use your bounty hunter and toss a thermal detonator at it. After the grate explodes, grab the LEGO canister that was hidden behind it.

Follow the corridor to the next room, then run along the upper walkway to the wall in the back. Pull the lever twice to move a hook along the ceiling. A red circle swirl pad appears on the ground behind you.

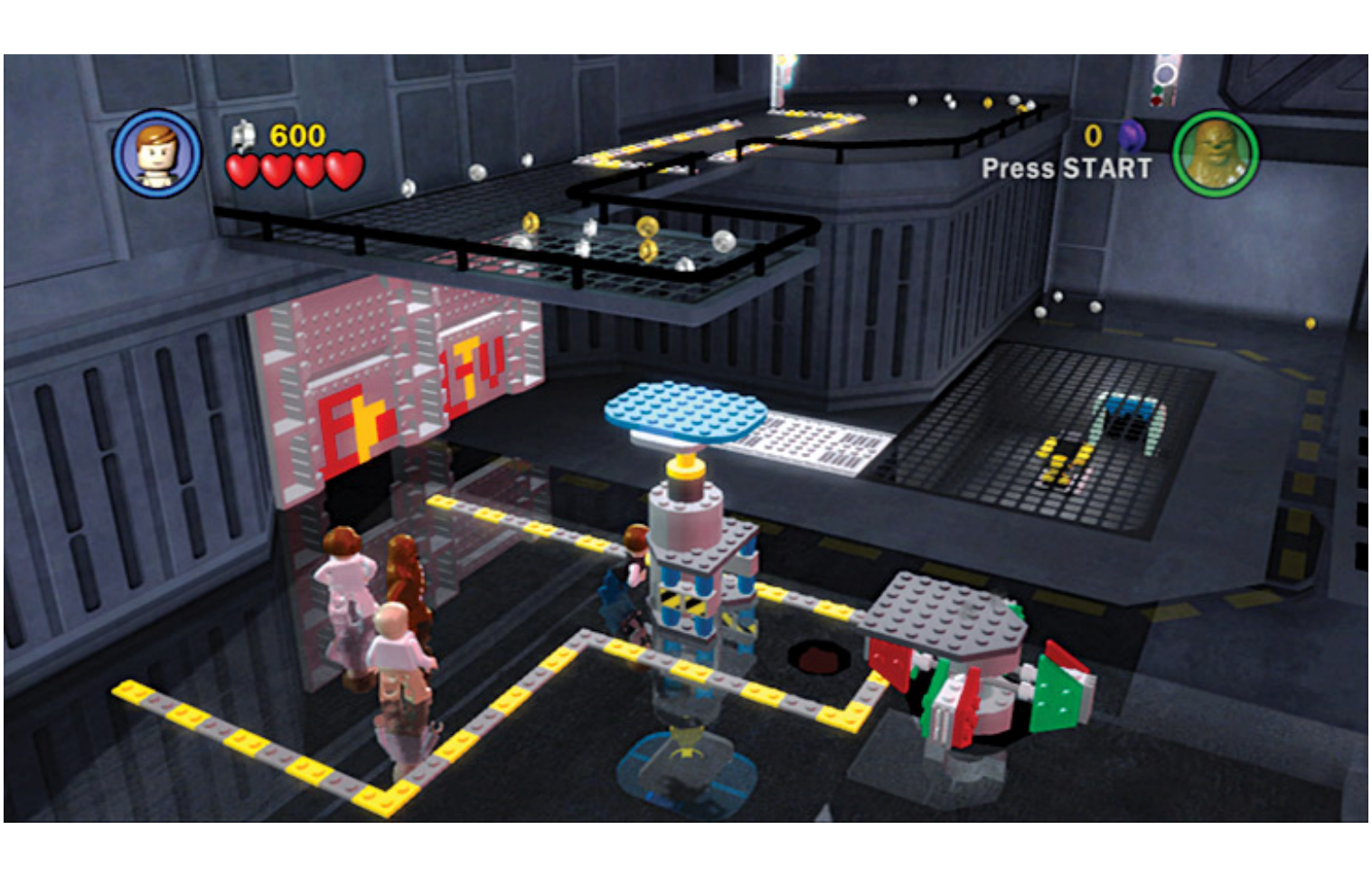
Use your ascension gun at the circle to swing to a floating platform over the room. Grab the studs you find, then drop to the floor and grab the power up.

Many stormtroopers are waiting for you, so you'll have to shoot quickly and take them all down.

Move around the edges of the room, collecting studs as you blast open all the containers. On the left wall is a blue piece of machinery that you can push to the north until it won't go any farther.

Now push it to the right until you cover up the red flashing button on the floor. This connects the piece of machinery to the red and green turnstile next to it. Now push the green side of the turnstile to raise part of the blue machinery.

Run to the right and use the red circle swirl to grapple back to the walkway you were on when you first entered the area.



Move the blue machinery over the red flashing button to create a platform.

Run to the lever on the back wall again and pull it one more time to move the hook along the ceiling. This causes the red circle swirl to move to the other side of the upper walkway.

Find the swirl and use it to grapple to the machinery on the other side of the room. Be sure to press forward as you swing so you don't come up short.

From atop the blue machinery, jump to the walkway in front of you and grab all the studs you see. Along the wall in the back of the walkway is another lever to pull.

Out comes a box to push along the floor to the left until you can't push it any farther. When it stops, push it over the edge of the walkway where it crashes through the floor at the bottom.

Drop into the hole in the floor and jump into the little cart you find there. Ride the cart out of the hole you created to the center of the room. Leading to the back wall are a series of red and green lights.

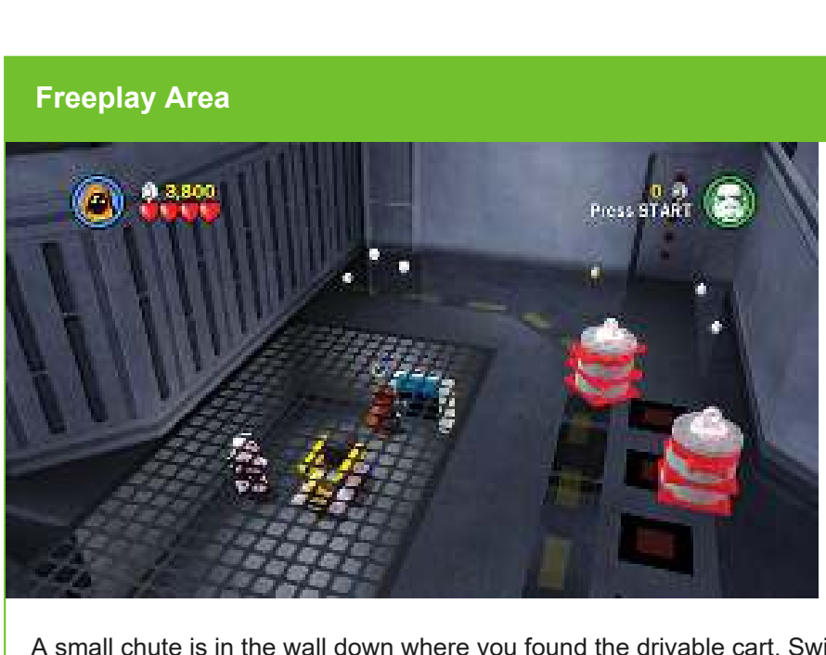
Line up your cart with the lights and ride across them as quickly as you can. If you do it fast enough, all the light switches are activated and a walkway extends along the upper back wall.

Return to the corridor by which you entered the room and put on a stormtrooper mask, if you don't already have one.

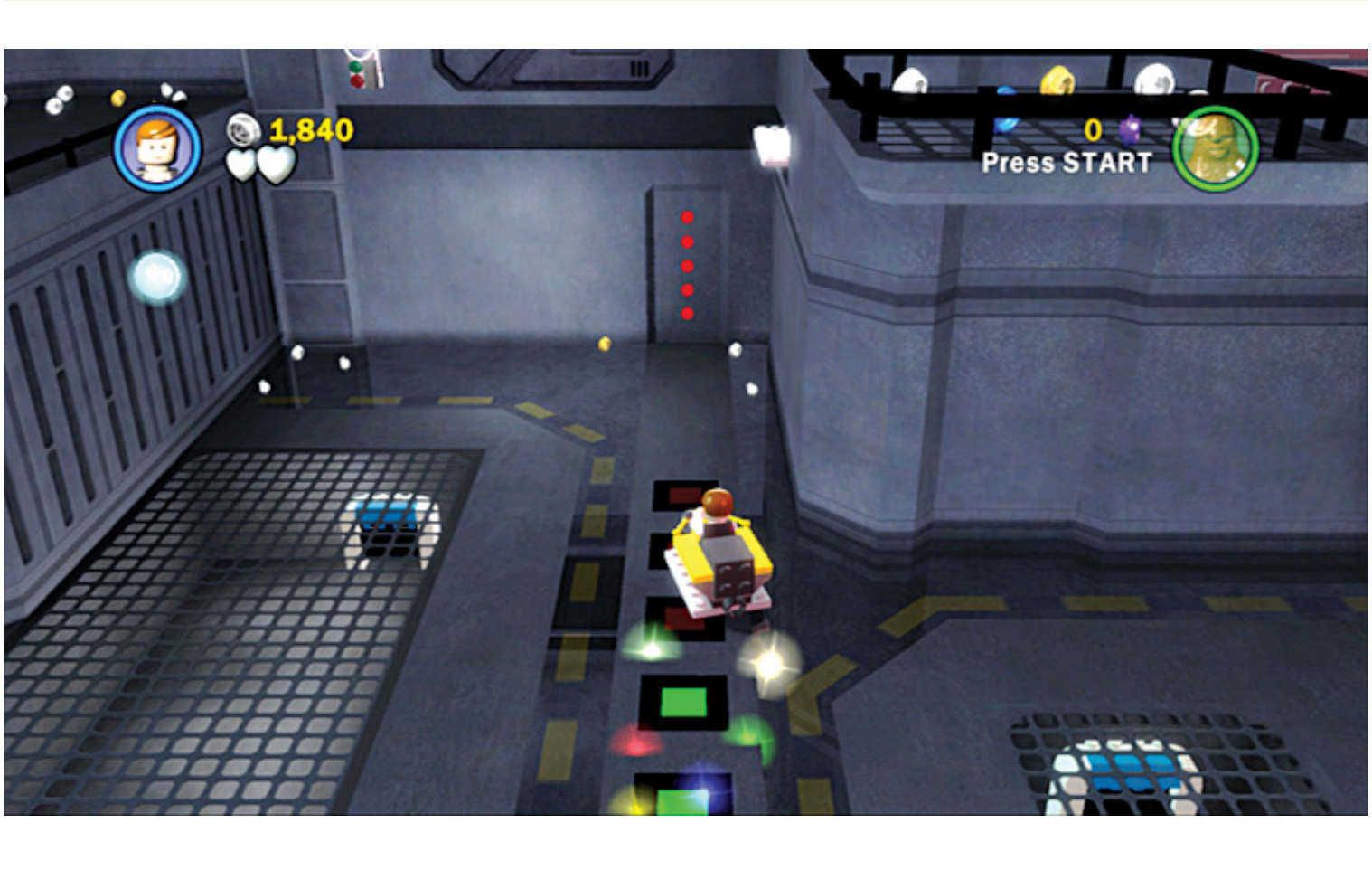
From the starting walkway, use your ascension gun to get to the blue platform you raised earlier, and then jump to the walkway on the other side of the room.

Follow the walkway to the back wall where you can access the activation panel to open the door.

Freeplay Area



A small chute is in the wall down where you found the drivable cart. Switch to a Jawa and go inside. It takes you to a small room where you can add a LEGO canister to your stash.



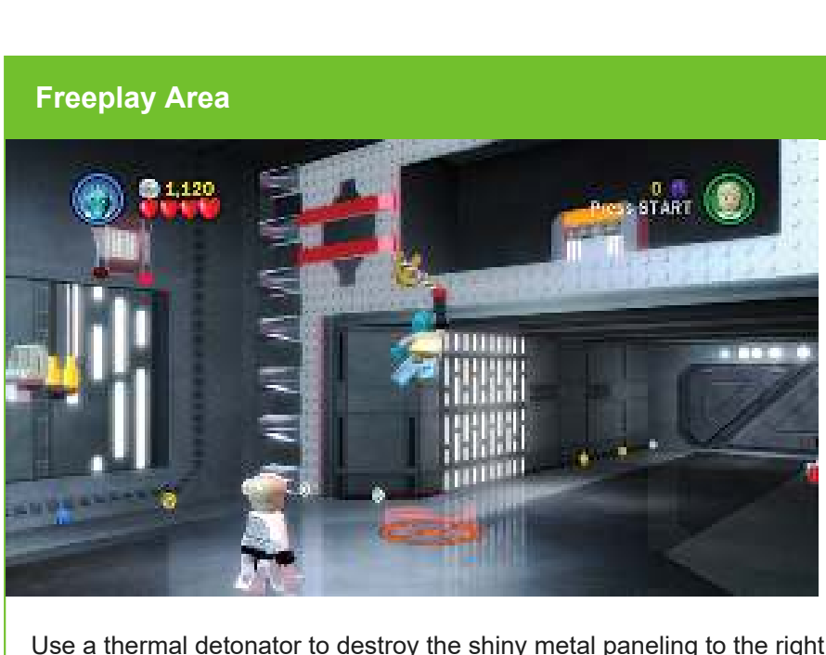
Quickly drive your little cart along the lights on the floor.

When you get to the next room, blast the guards on the left before they can shoot you. Along the right wall, some happy stormtroopers are washing the outside window.

Jump into the window washing controls next to the large window and move the controls to the left and right to move those window washers around. That causes them to clean the entire window.

Once it's clean, jump out of the controls and the window shatters. A LEGO canister appears on the ground. Grab the canister, then blast the wall panels for some loot.

Freeplay Area



Use a thermal detonator to destroy the shiny metal paneling to the right of the large window. A red circle swirl appears on the ground, so grapple to the ledge above.

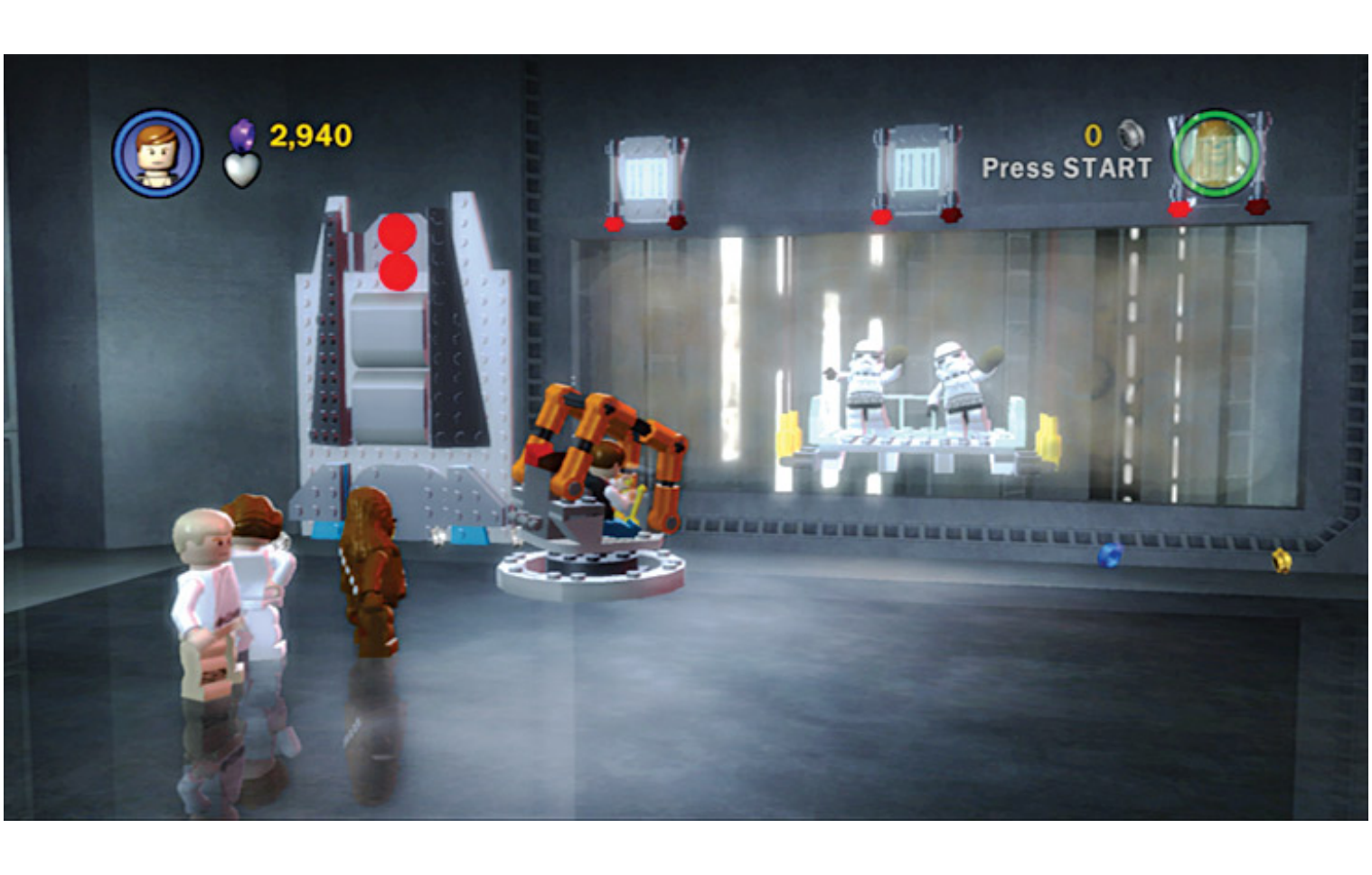
Enter the wall chute with a small character to get to a nearby ledge for some blue studs.

Run down the next corridor and put the LEGO pieces together next to the closed door. After the assembly is complete, pull the lever to open the door. There you find some stormtroopers waiting for you.

Blast them to pieces, then pull the levers on the wall. This opens the next door, where you find more guards waiting to take you down.

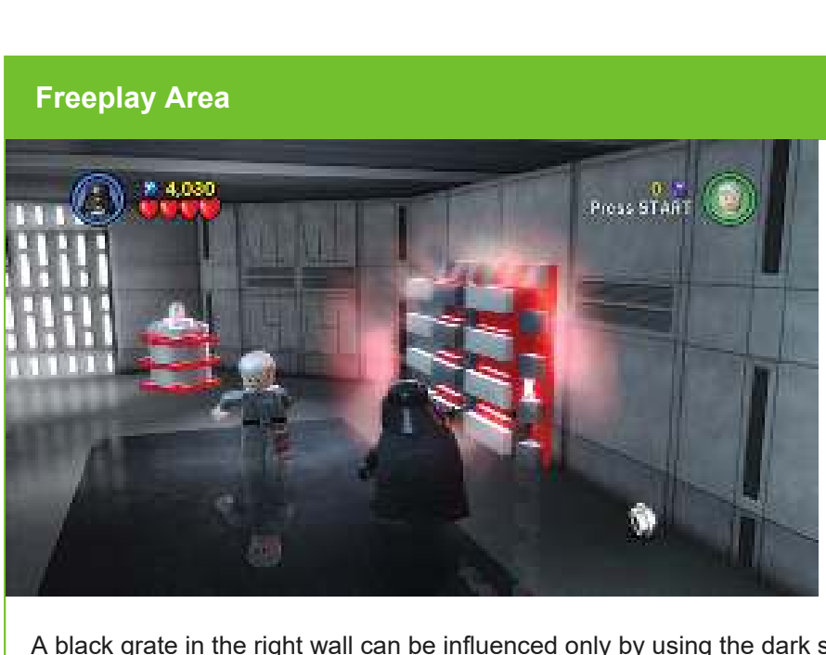
Turn those guys into spare parts, then push the blue box along the path all the way into the slot in the wall of the next room. After the blue box is secure in the wall, pull the wall lever to open the next door.

Run down the next corridor, collecting blue, gold, and silver studs as you go, and shooting any guards that rush you.



Give those window washers a hand and move them around the large window to thoroughly clean it.

Freeplay Area



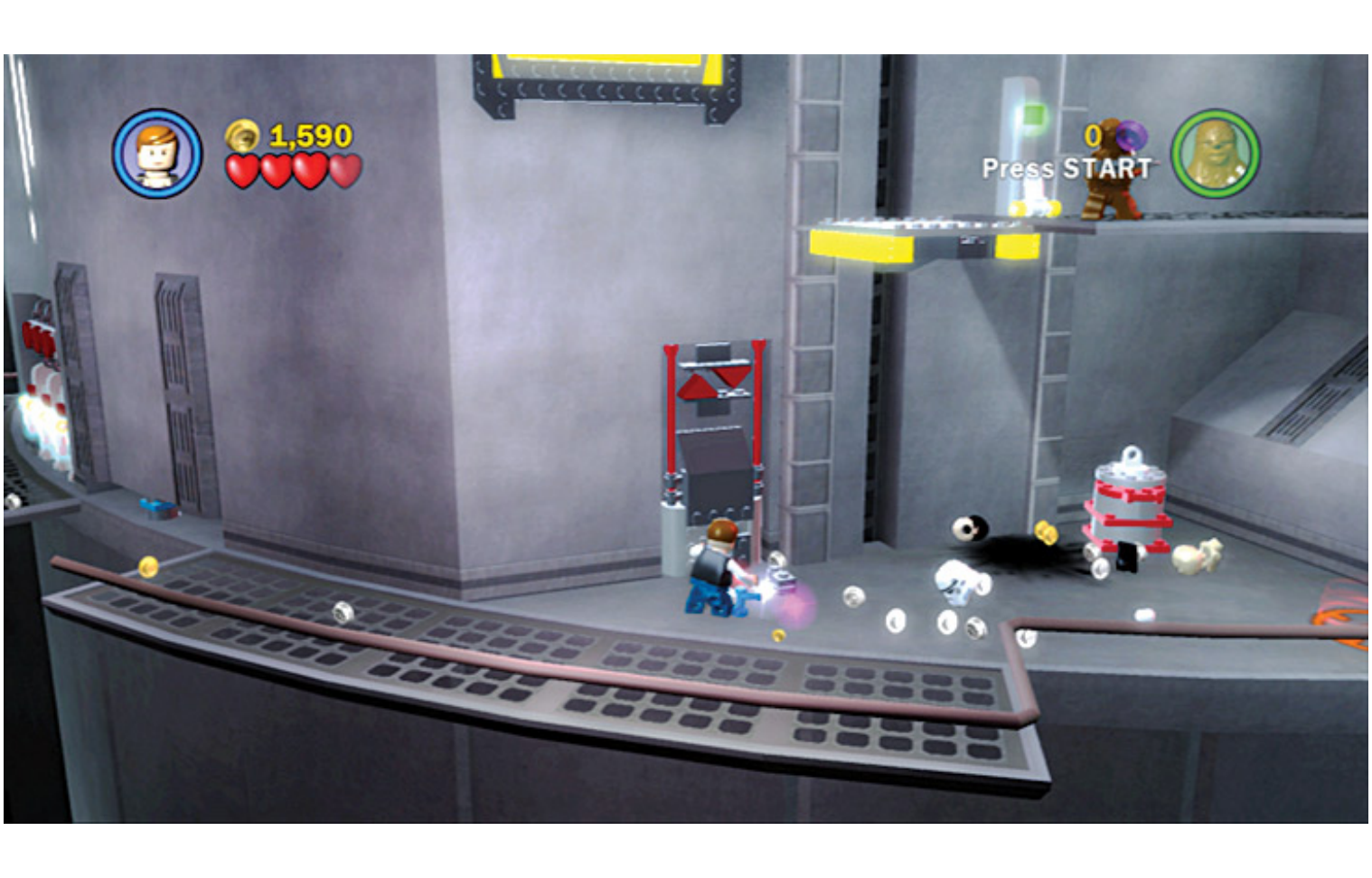
A black grate in the right wall can be influenced only by using the dark side of the Force. Use Vader to bust the grate open, then grab the LEGO canister that was hidden behind it.

Follow the walkway along the wall in the next room until you arrive at a drop-off and three levers on the wall. Shoot the wall panels to find some studs, then pull the levers.

A blue platform starts to rotate out of the wall. Jump on it as it swings around so you can jump to the other side of the walkway. Shoot the guards on the other side and run to the red circle swirl on the ground.

Grapple to the platform above and pull the lever. Doing so causes a box to drop to the walkway below you.

Drop down to the broken box and assemble the loose LEGOs to start an elevator moving up and down along the wall. Ride the elevator to the top-left walkway and pull the lever at the end to get a stormtrooper helmet.



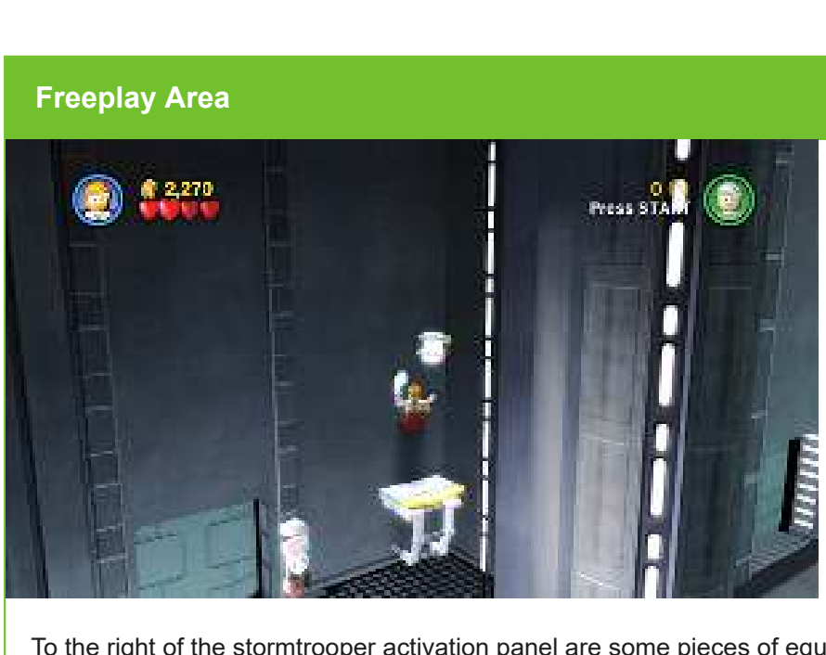
Push the box to the ground so that you have the pieces to get the elevator going.

Shoot the wall panel for studs. Ride up to the next ledge on the right and collect some valuable studs.

Now ride the elevator all the way to the top where you can use your stormtrooper disguise to access the activation panel and open the door.

Stormtroopers keep pouring into the area, so destroy them as soon as you spot them to avoid taking any damage.

Freeplay Area



To the right of the stormtrooper activation panel are some pieces of equipment sticking out of the wall. Use the Force to turn them into a ledge.

Jump on top of the ledge, and then double jump into the air to add another LEGO canister to your inventory.

Follow the corridor as it wraps around to the right. Keep your blaster ready and shoot all the guards that get in your way. Move up the ramp and through the door at the end to wind up on a tiny ledge leading to nowhere.

Quickly pull the levers on the sides of the doors to prevent any guards from sneaking up behind you. Guards on a platform in the distance start shooting at you, so stand behind your friends for cover.

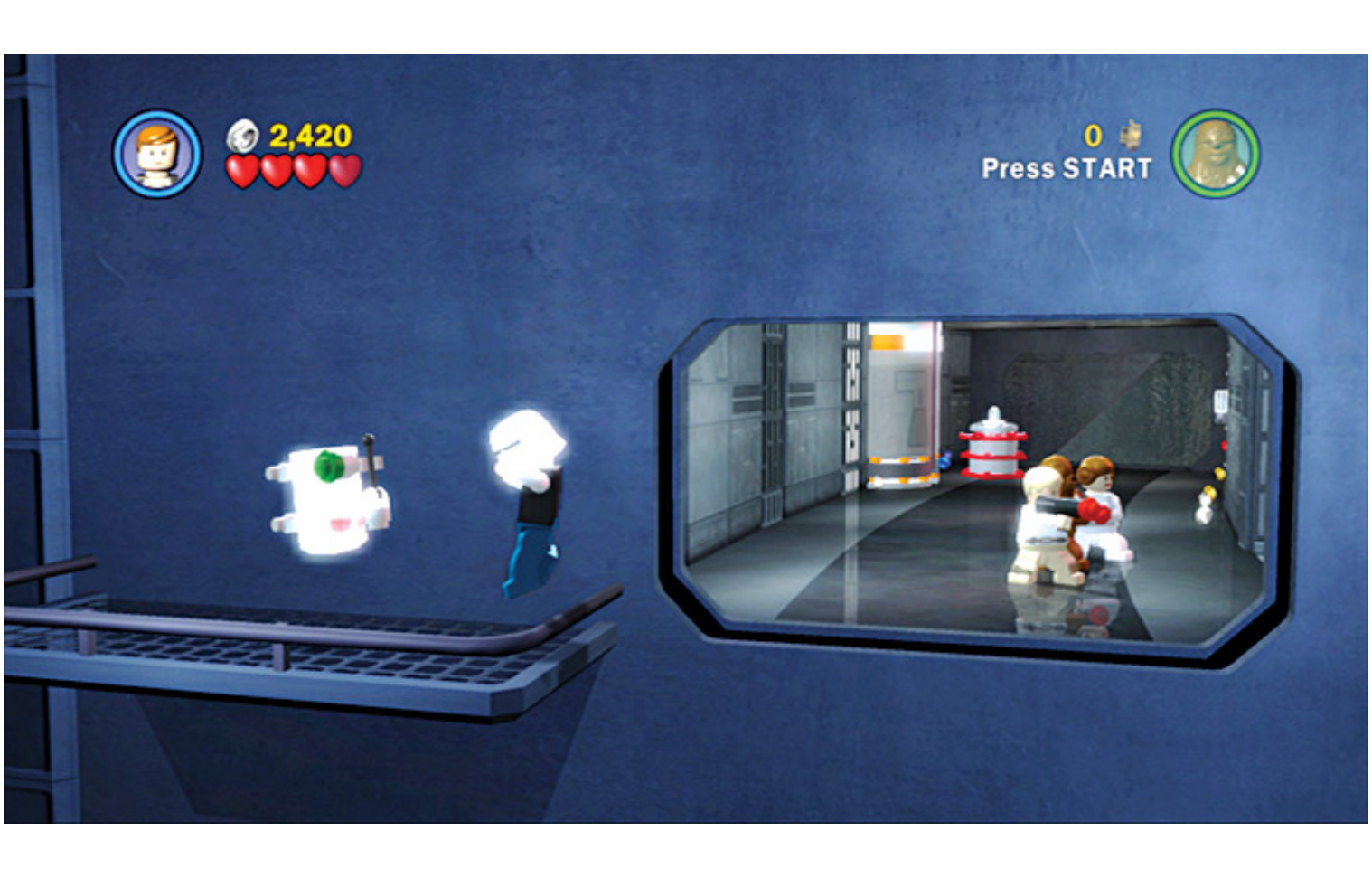
Assemble the LEGOs on the ground to create a red circle swirl and grapple across the chasm in the middle of the room to a small ledge across the way.

Run into the nearby hallway and pull the lever in the back to get a new stormtrooper helmet. Return to the platform and assemble the LEGOs to make a new circle swirl platform. From there you can grapple to another platform to the north.

As soon as you land, shoot the stormtroopers on another ledge to the north. Wearing your stormtrooper helmet, open the door using the activation panel and go through.

Follow the hall until you get to a large corridor and can see a stormtrooper running away to the north. First, walk to the south until you get to an open window.

Jump to the small ledge on the left to grab a LEGO canister for your collection. Return to the corridor and blast the orange pillar on the left wall to find one of three special bricks hidden around the area.



Jump out the window to find the hidden canister.

Blast the controls to the right of the door to the north to open it up, revealing another part of the corridor. Destroy all the orange and gray pillars.

You'll find the other two special LEGO pieces, causing a LEGO canister to form next to the wall. Add it to your collection.

Shoot the controls to the right of the next door to open it and you'll see that stormtrooper still running scared in the distance.

Continue moving down the hall, collecting studs as you go. When you get to the locked door, blast the controls to the right to open them. You might regret doing this because you find a whole army of stormtroopers on the other side.

Stay in the corridor and start firing. With your natural ability to avoid enemy fire you should be able to whittle away the enemy ranks.

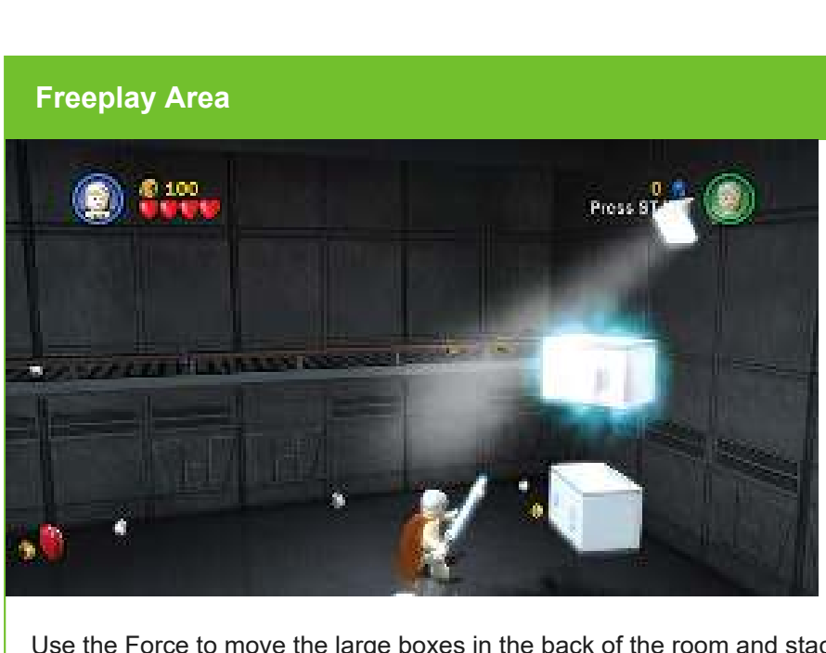
Next, run into the room and smash the equipment on the right side for a power up, then fire at the guards along the upper walkway in the back of the room.

When they are gone, pull the levers on both sides of the room to shut the doors and block more enemies from entering.

While the doors are temporarily closed, run to the room's back left and put the LEGO pieces together to form a closed door in the wall.

Collect all the loose valuables on the ground in the back of the room, then blast the new door you created to get out of there. Follow the hallway until you get to the left side of the hangar.

Freeplay Area



Use the Force to move the large boxes in the back of the room and stack them, one on top of the other. Double jump to the top of the stack, and from there, jump to the walkway along the back of the room.

Follow the walkway to the left where you can add another LEGO canister to your collection.

Grab the studs to the right of the hangar entrance and pull the lever on the wall. This causes a grate in the floor near you to break, and powerful steam to come out.

Break the container near the entrance for a power up, then clean the stormtroopers out of the place. After the last one is gone you can explore.

Break all the containers you see and collect all the studs as you move to the right side of the hangar. Assemble the LEGO pieces on the right wall to form a door latch. Push this latch to the north to slide the door open.

Inside, you find your droids and a LEGO canister. Destroy all the containers on the hangar's right side and grab all the studs on the ground as you head to the back wall.

Along the back wall you'll find a blue piece of equipment. Jump onto the ledge it rests on and push it to the right. When it gets to the end, it bursts into pieces that you can use to build a red circle swirl pad.

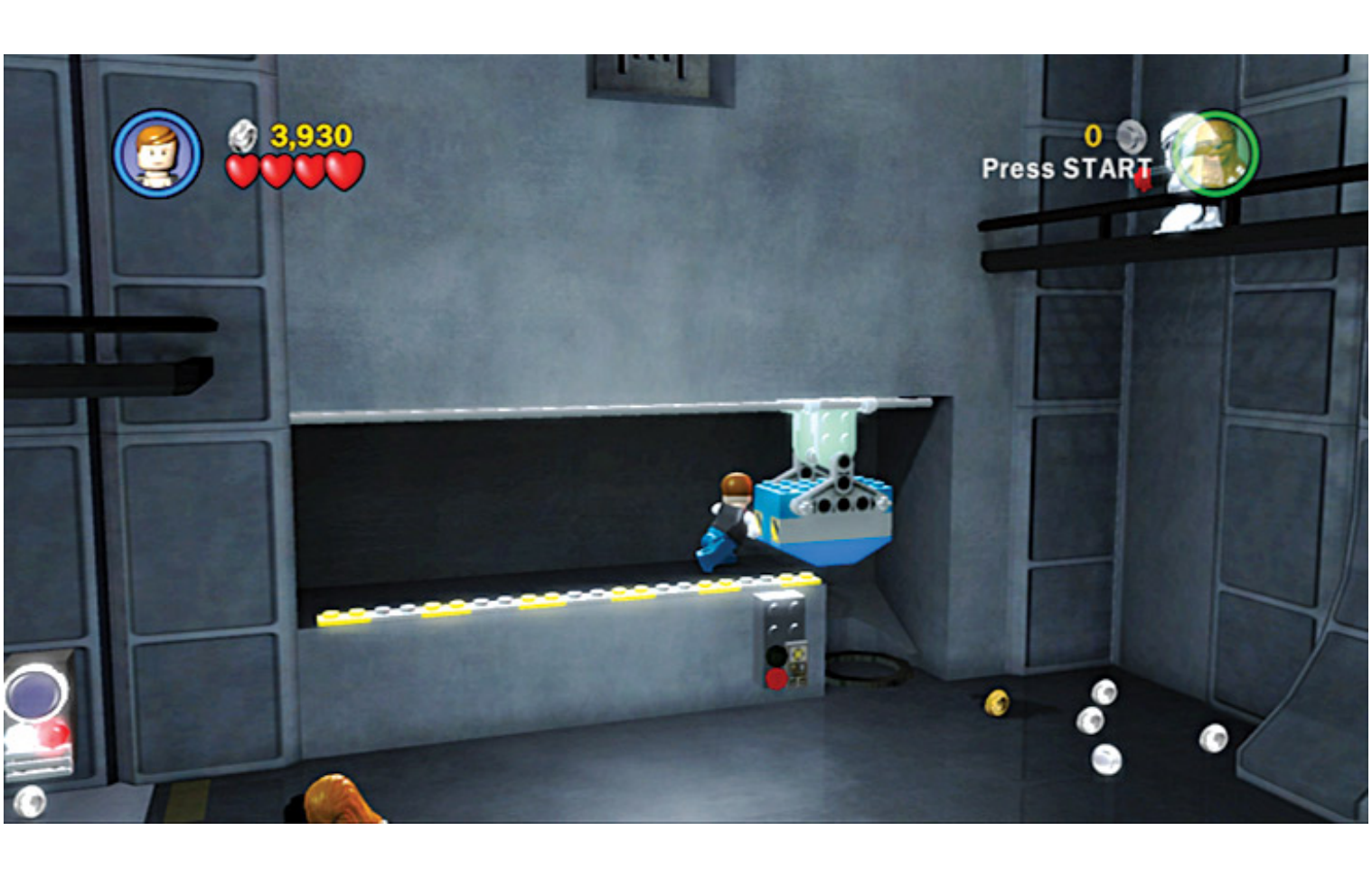
Grapple to the ledge above and pull the lever. This raises a platform below the floor in the center of the room. That's where the *Millennium Falcon* is parked.

Jump down to the pad you created and get your gun ready. Stay close to the pad and drop all the stormtroopers who rush in to shoot you.

Don't touch the pink force field in the center of the hangar or you die.

Follow the back wall to the left of where you found that blue piece of equipment to find an activation panel.

Use R2-D2 to access the panel, and the *Falcon* is raised a little bit higher in the center of the hangar. Once again, get near the circle swirl pad and blast the enemy troops that try to take you down.



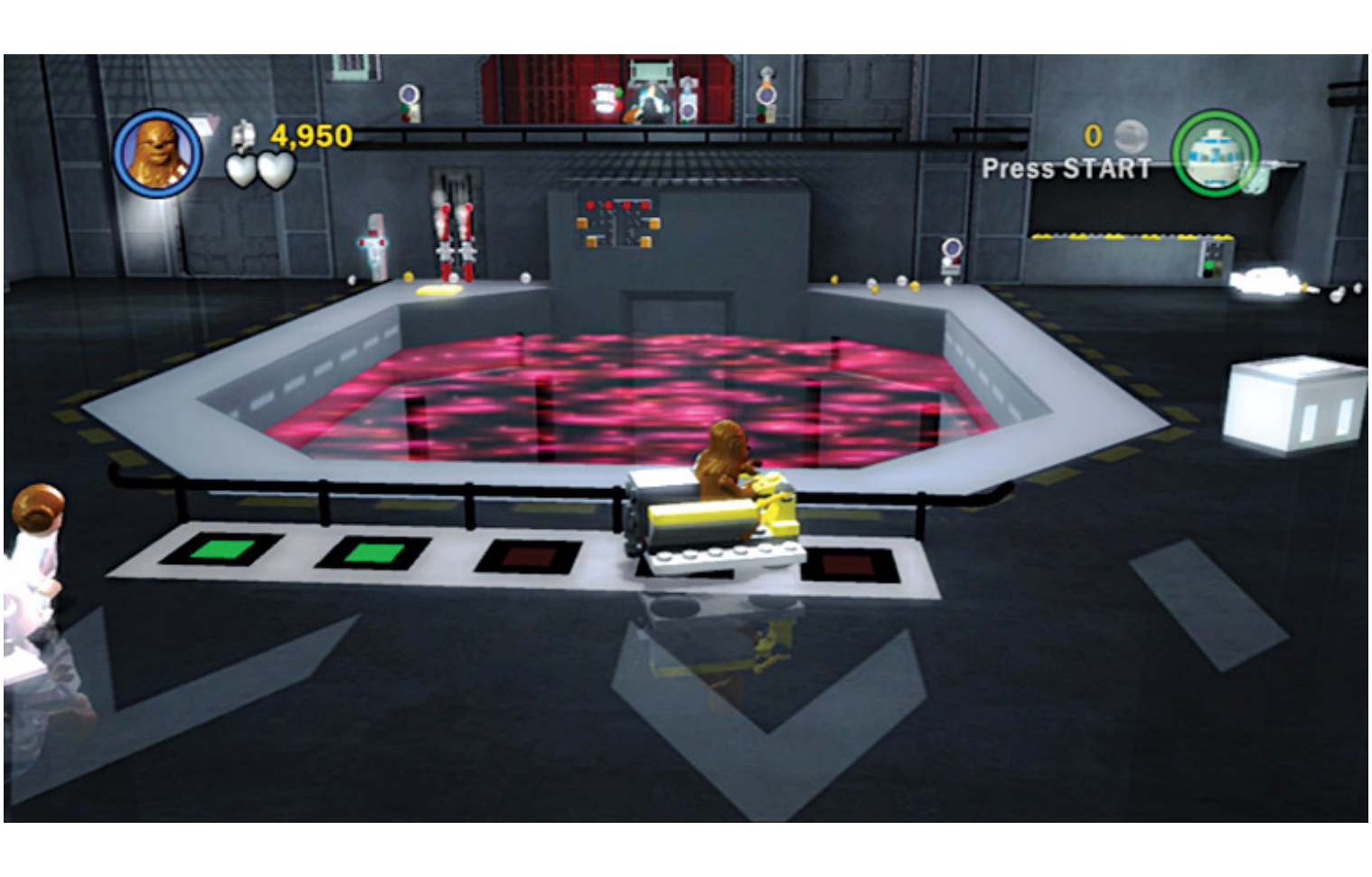
Push that blue piece of equipment all the way to the right.

Move to the left wall of the hangar and have R2-D2 access the panel on the wall. This raises a platform nearby with a little cart on in.

Jump in the cart and ride it to the room's center where you see the red and green lights on the floor.

Line up your cart in front of the first light, next to the guard rail separating the lights from the pink force field. When you are in position, race your cart across the lights.

If you go fast enough, all the lights are activated at once and the *Falcon* will raise a little higher toward the level of the hangar floor.



Use the guard rail next to the lights to steer in a straight line across them.

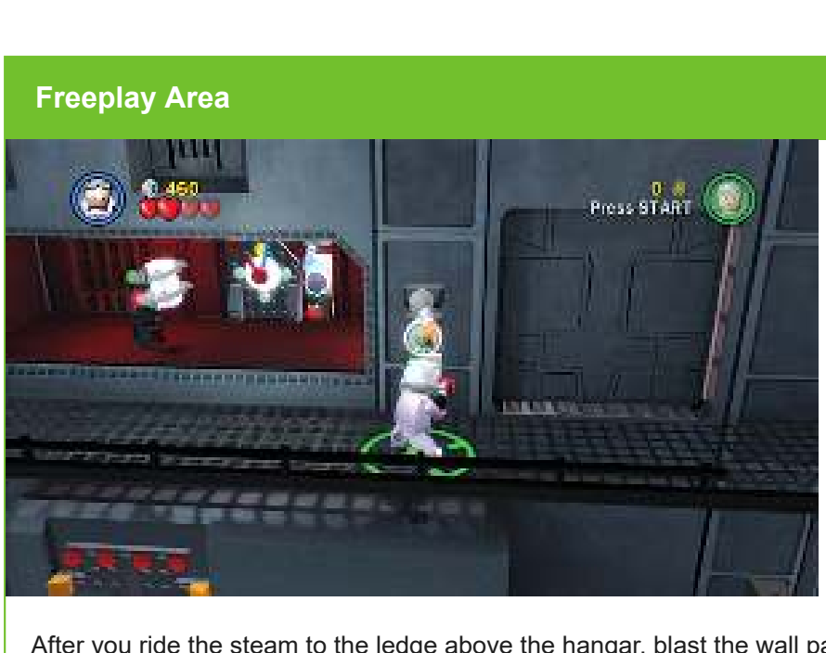
Another wave of stormtroopers comes in to stop you. Jump out of the cart and use your friends as cover while you take the stormtroopers out one by one.

Run back to the entrance of the hangar and walk C-3PO onto the steam coming out of the ground. This boosts him to the ledge above where he can access the activation panel on the wall.

This raises the *Millennium Falcon* all the way to the floor of the hangar and turns off the pink force field that covered the top of it. Walk to the right of the ledge and fall over the side where there is a break in the railing.

Switch to a character with a blaster and shoot at all the incoming stormtroopers. After the last one falls dead, head to the left of the *Millennium Falcon* and run up the ramp leading inside.

Freeplay Area



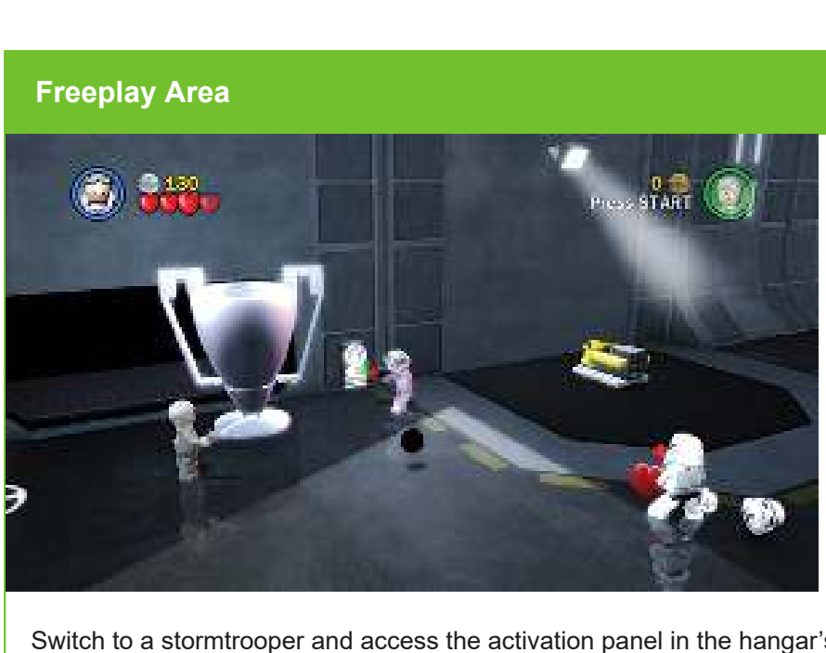
After you ride the steam to the ledge above the hangar, blast the wall panel to create a small ledge and jump on the railing to the left.

From there, double jump to the ledge on the wall to the left, where you can collect a blue stud for your collection. Return to the ledge you came from and run to the right.

Switch to a bounty hunter and use the activation panel to open the door. Switch to a Jedi and run into the room to face the evil Darth Vader. Use your lightsaber to chop him down like Ben would have wanted!

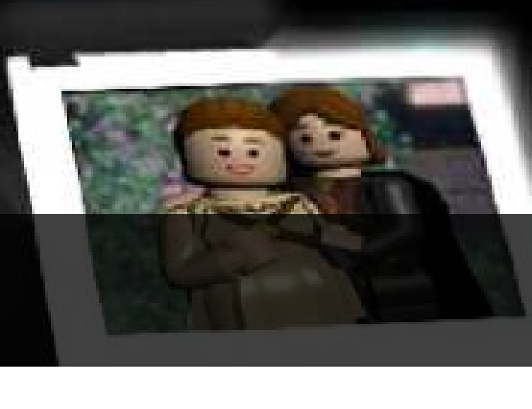
When the coast is clear, run into the room behind the door and grab the LEGO canister. Use your stormtrooper to access the activation panel in the back wall. Watch the clock on the back of the wall.

Freeplay Area



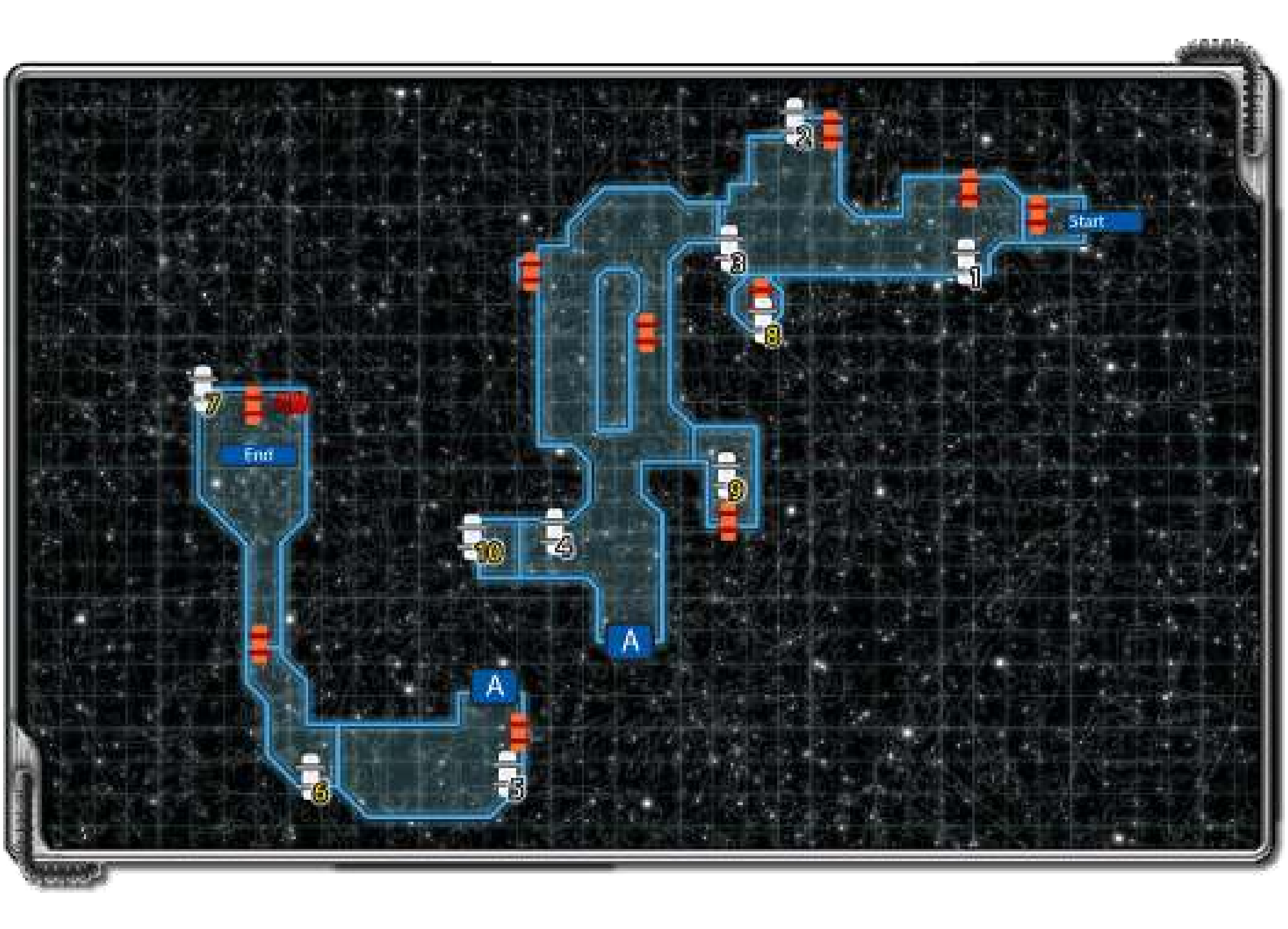
Switch to a stormtrooper and access the activation panel in the hangar's left corner. A large door in the wall opens up, revealing lots of LEGO pieces.

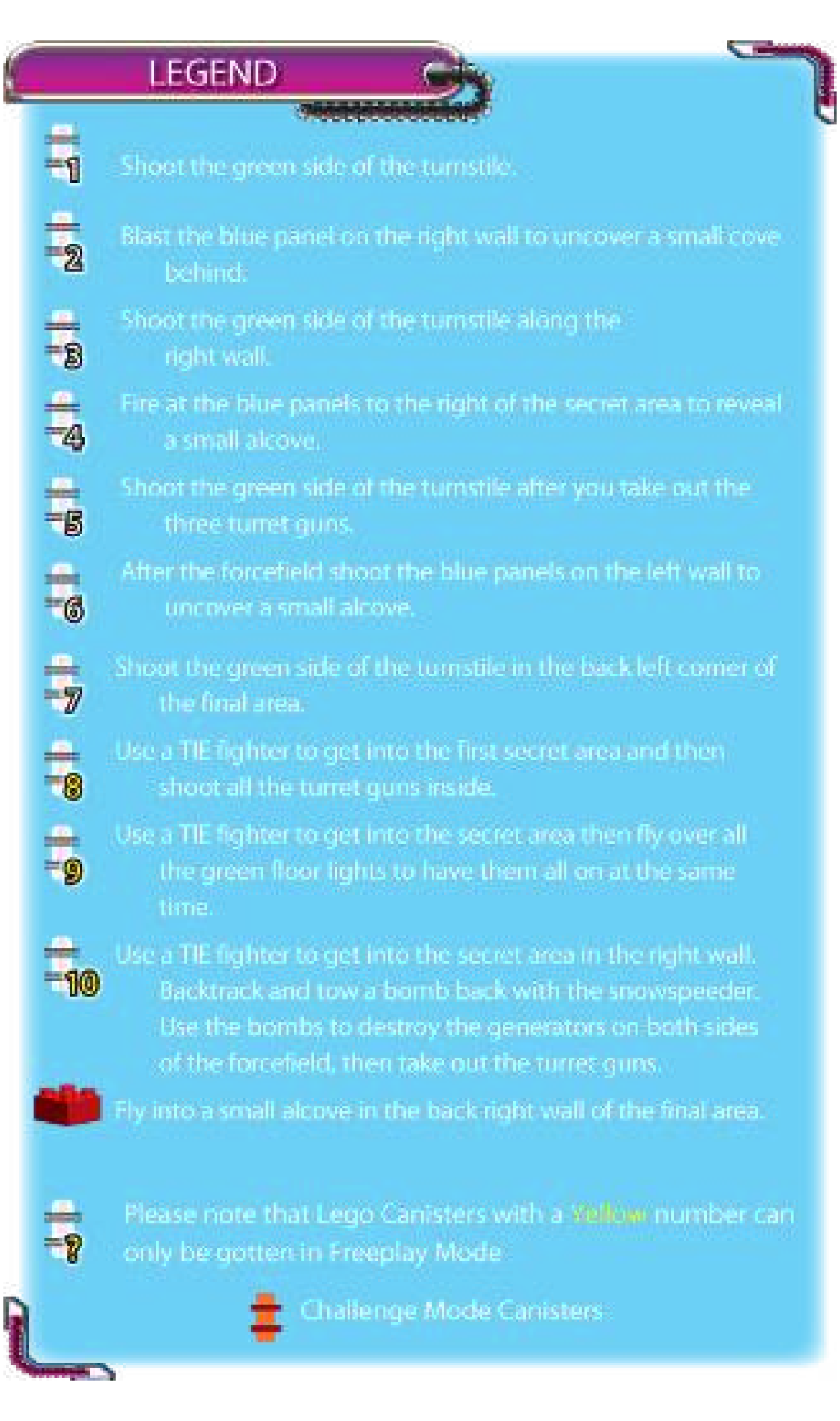
Assemble the pieces to form a giant trophy and collect the studs that spill out. After you have your moment of glory, smash the trophy to turn it into scrap metal. Pick up the studs it leaves behind.



Episode IV: A New Hope

Chapter 6: Rebel Attack





LEGEND

1. Shoot the green side of the turnstile.
2. Blast the blue panel on the right wall to uncover a small cove behind.
3. Shoot the green side of the turnstile along the right wall.
4. Fire at the blue panels to the right of the secret area to reveal a small alcove.
5. Shoot the green side of the turnstile after you take out the three turret guns.
6. After the forcefield shoot the blue panels on the left wall to uncover a small alcove.
7. Shoot the green side of the turnstile in the back left corner of the final area.
8. Use a TIE fighter to get into the first secret area and then shoot all the turret guns inside.
9. Use a TIE fighter to get into the secret area then fly over all the green floor lights to have them all on at the same time.
10. Use a TIE fighter to get into the secret area in the right wall. Backtrack and tow a bomb back with the snowspeeder. Use the bombs to destroy the generators on both sides of the forcefield, then take out the turret guns.

Fly into a small alcove in the back right wall of the final area.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

It was no easy matter getting the Death Star plans to the Rebel Alliance on the moon of Yavin 4. Unfortunately, the Empire was able to track the Millennium Falcon right to the secret base.

With the Death Star closing in, the Rebels were able to analyze the plans and find that there is a fatal flaw in the Death Star design. This could be the only chance to destroy the Death Star and put a major hurt on the Empire.

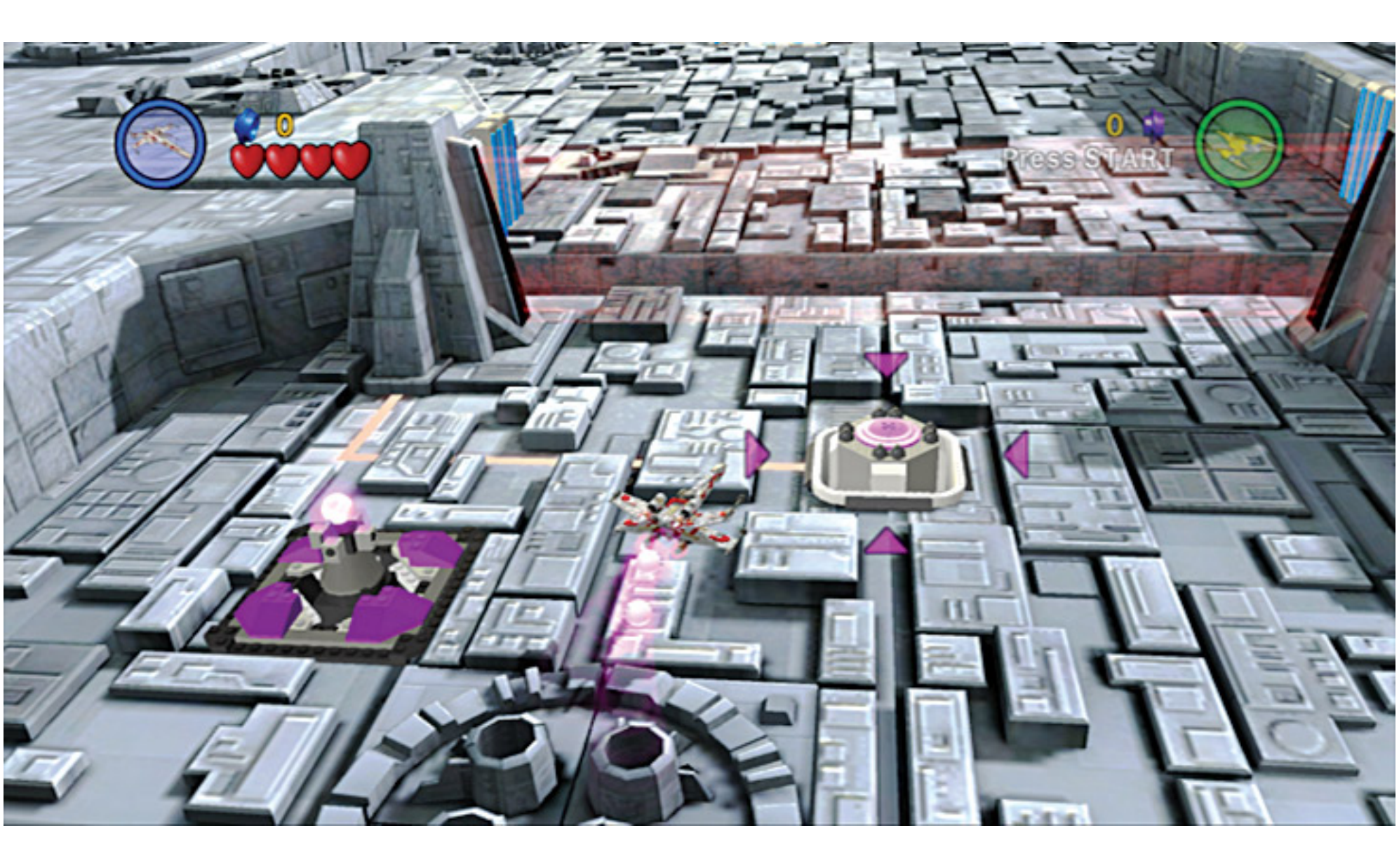
It's time for Luke and his friends to fly their spacecraft to try to save the rest of their Rebel friends.

Once you descend to the surface of the Death Star, you start in a safe area away from enemy fire. Shoot the blue panels on the walls, as well as the one on the surface to uncover hidden studs and hearts.

In the back of the area is a pink force field preventing you from flying any farther. On the left side of the force field is a purple bomb dispenser. Fly over the dispenser to pick up a purple bomb that will trail behind your craft.

When you have your bomb in tow, fly toward the center of the force field until you see a purple reticle appear on the ground over the force field controls.

Fire your bomb in the general direction of the purple target. When you score a direct hit, the force field disappears.



Fire the purple bombs at the force field controls.

Note

You can have three bombs trailing your ship at onetime. When you die, the bombs you are carrying will respawn with you.

Tip

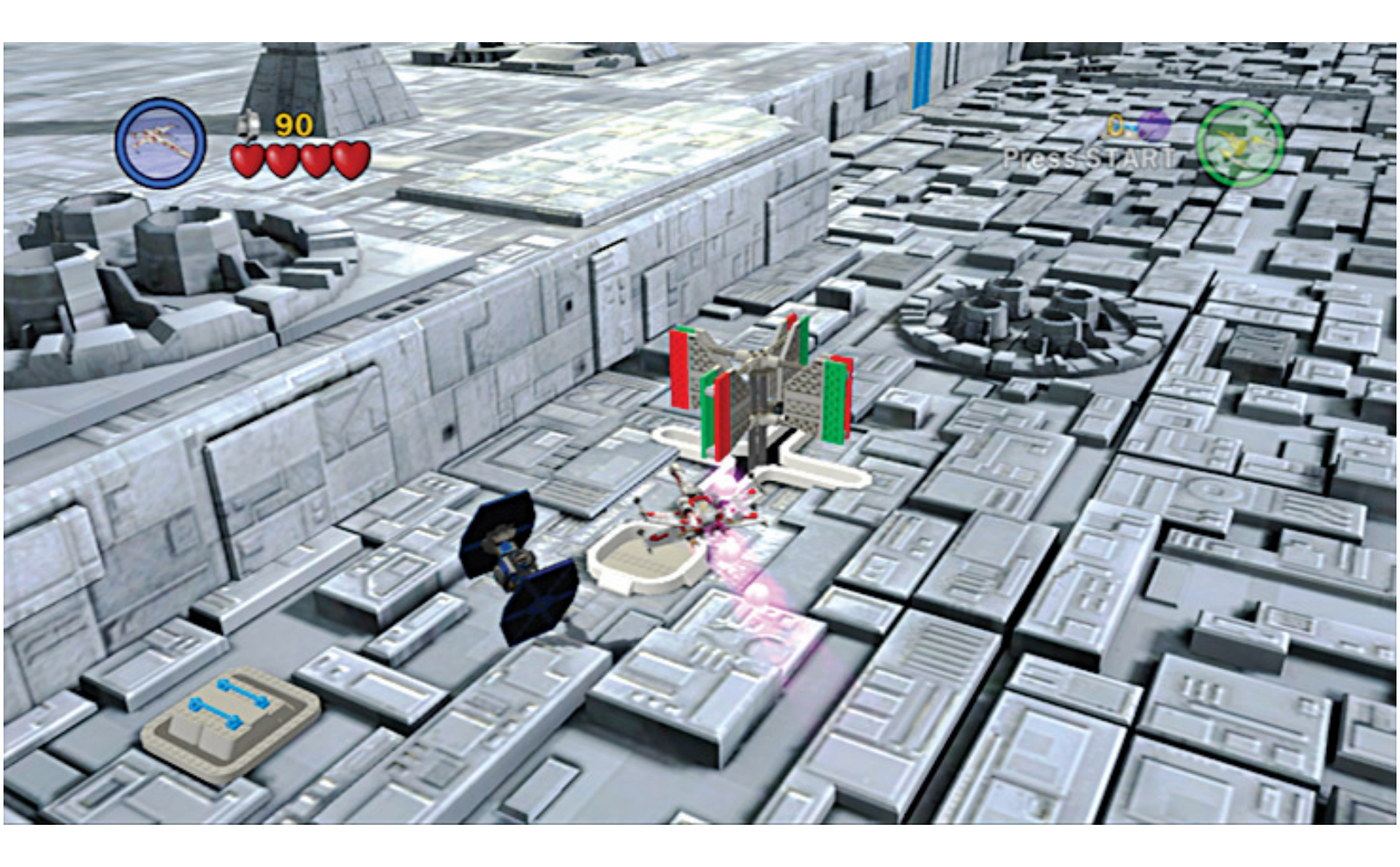
You don't have to aim very well to hit the forcefield controls with your bombs. As soon as you seea reticle appear, you can fire your bomb. It will bounce around the area before homing in on its target.

Unfortunately, the other areas of the mission have enemy TIE fighters that fly in to shoot you down. The good news is that their guns don't fire very far and you are faster than they are. This helps you avoid getting hit. While you dodge enemy blasts, head to the center of the area and shoot the satellite dishes on the ground.

Doing so breaks the chute between them from which the TIE fighters emerge. Now head to the right wall and blast the turrets trying to shoot you and collect the studs they leave behind.

Next, fly to the left wall near the force field you destroyed earlier. When you get close, a red-and-green turnstile rises from the surface. Shoot the green side to swivel the turnstile.

A LEGO canister rises from the surface directly in front of it. Shoot the canister to add it to your collection. Fly around the area shooting all the blue panels to collect extra studs.



Shoot the green blades of the turnstile to get your first canister.

Note

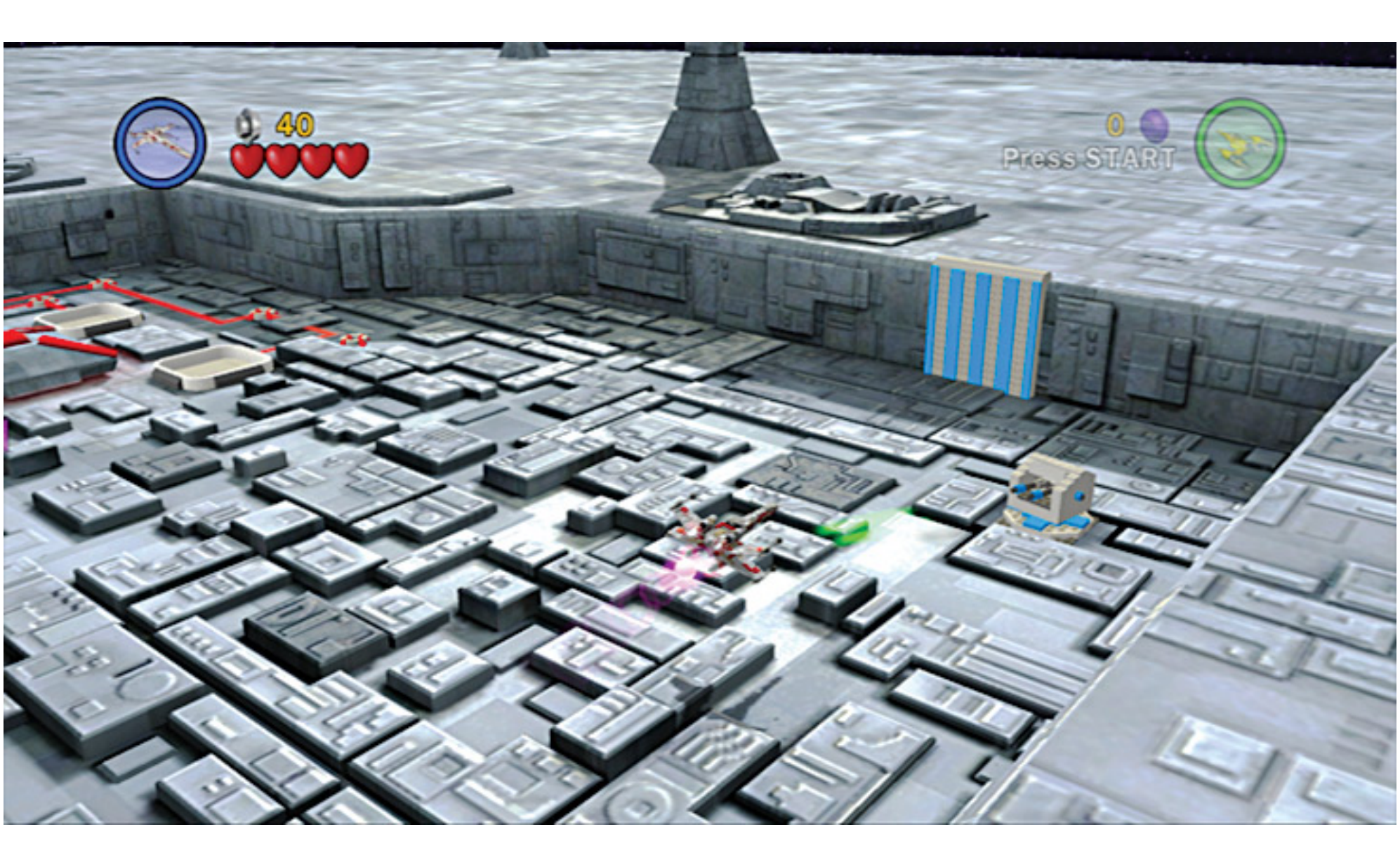
TIE fighters scurry over the surface of the Death Star like mean little rats. Even though there is an endless supply of them, it is important to drop any that get in your way.

Their shots don't go very far, but try not to engage them head-on or you will take damage. If you find some fighters behind you, loop your X-wing back around to come up behind the enemy ships so you can safely blast them to pieces.

Shooting down TIE fighters is also a good way to collect hearts to fill up your heart meter.

Fly to the north and over the small groove in the Death Star. On the other side, quickly destroy the turret and collect the valuables it leaves behind. Fly to the far right wall to find another turret.

Blast the gun to pieces, then shoot the blue panels behind it to reveal a small alcove. Fly inside to collect another LEGO canister.



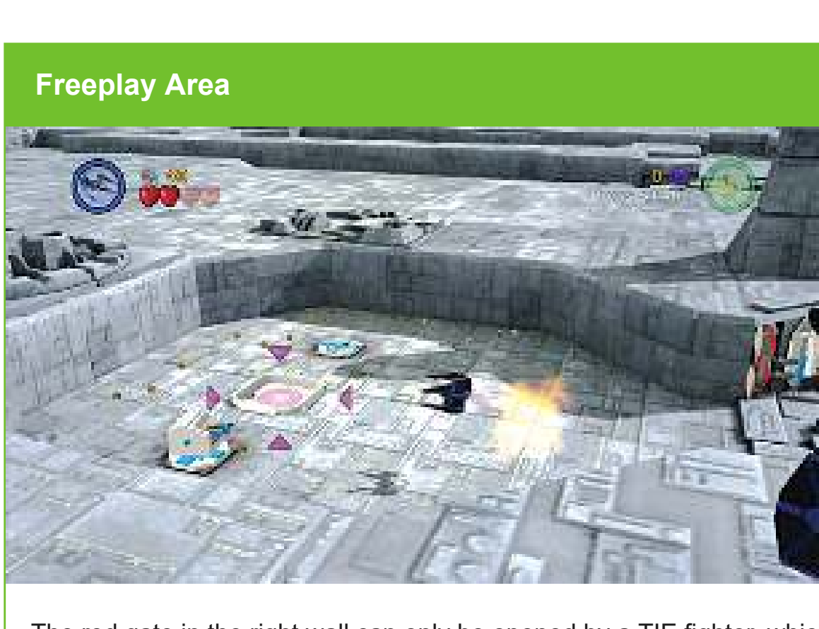
Shoot the blue panels behind the turret gun to get another hidden canister.

To the north of the canister you'll find more purple force field controls. Fly to the area's center to pick up some purple bombs and fire them at the purple reticles that appear over the force field controls.

After each control to the force field is destroyed, collect the treasures that it leaves behind.

After the last control is gone, the force field at the top of the screen disappears and you can blast the gray-and-blue wall behind it. Be sure to destroy all the blue walls and floor panels before you continue.

Freeplay Area



The red gate in the right wall can only be opened by a TIE fighter, which you'll be able to use later. Once your ship is inside the small enclosure, blast the two turret guns trying to shoot you down.

After the last one is destroyed, a LEGO canister appears in the center of the area for you to collect.

Enter the next area and fly to the right to destroy the two turret guns trying to drop you. To the north, the path splits, so follow the left path for now.

As you fly, shoot all the blue panels you find and a row of three turrets along the right wall. After you destroy the turrets, you find another bomb dispenser. Collect as many bombs as you can. You'll need them shortly.

Farther up the path, you'll find a couple of satellite dishes on the ground; destroy them. To the left of the satellite dishes is a wall that can only be opened by a TIE fighter.

But if you fly to the right of the wall, a turnstile rises out of the surface. Fire at the green side to spin the turnstile until a LEGO canister rises next to it. Shoot and collect it.

Freeplay Area

Use a TIE interceptor to open the red gate in the left wall and enter the secret area. A series of green lights snakes along the floor toward the back of the area.

Starting from the rear, quickly fly over the first four lights as they bend to the left and pass through some pillars. Fly over another light as you curve to the right to fly between another set of pillars.

Follow the last section of lights around that last pillar to the left. If you move quickly enough over all the lights to have them all lit up at once, a LEGO canister appears in the back of the room as your reward.

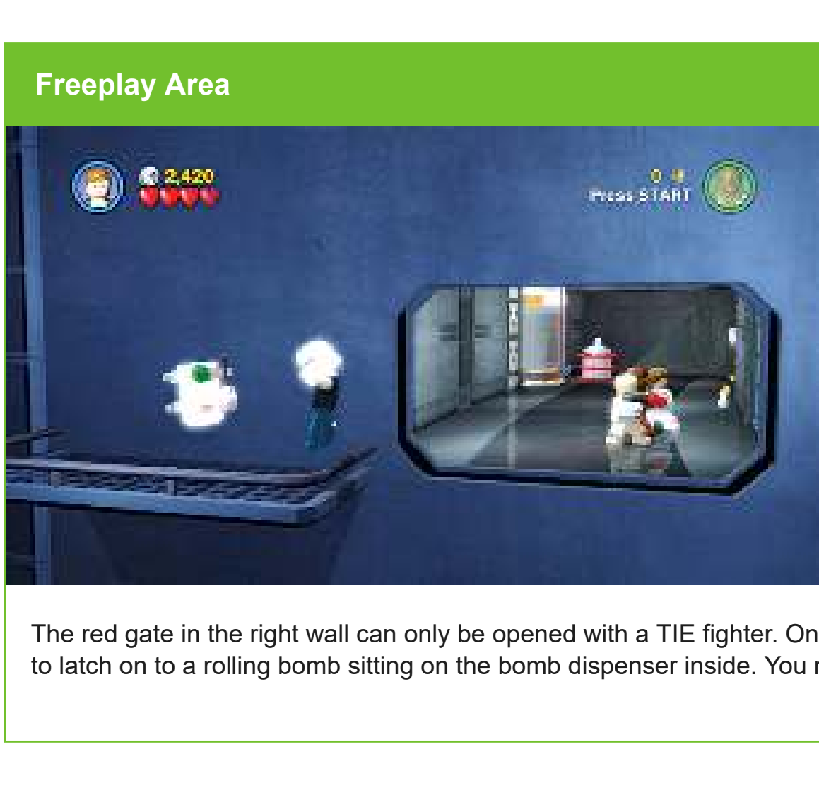
The main path heads to the north, but you still have business to attend to near the right. Over there, you find more force field control panels at which you can launch your bombs.

Before you get to those panels, blast the turret guns in the area. When you need more bombs, fly to a dispenser directly south.

Once the controls are destroyed, continue to fly south, destroying satellite dishes and blue panels as you go until you see another locked gate in the right wall.

The path south loops back to where you were before, so fly back north to the force field controls you just destroyed.

Freeplay Area

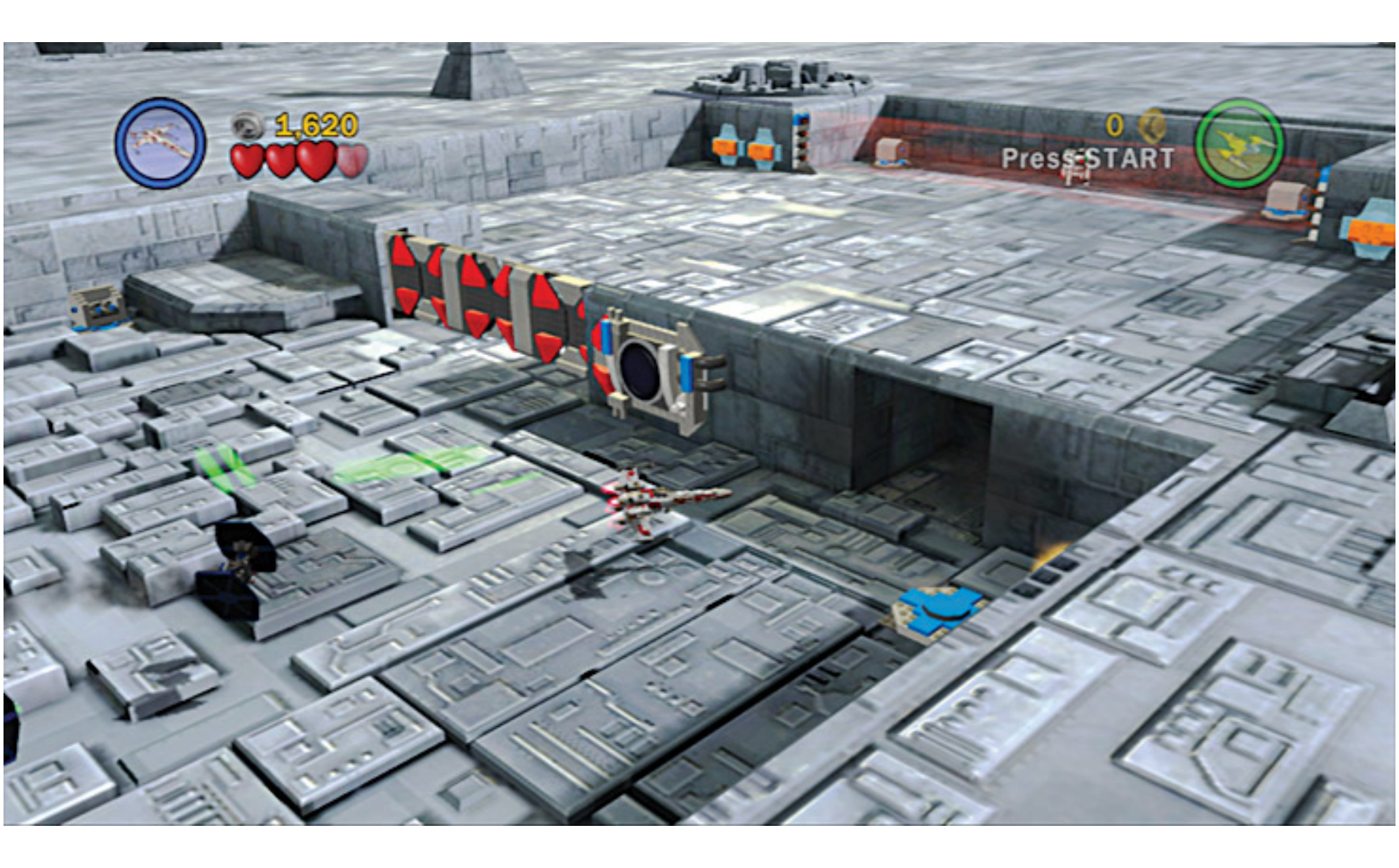


The red gate in the right wall can only be opened with a TIE fighter. Once the gate is open, you can use a snowspeeder to latch on to a rolling bomb sitting on the bomb dispenser inside. You need more of these bombs later.

Head back toward the destroyed controls, then follow the path north over a canal and into the next area. Fly your X-wing to the right wall and destroy the turrets shooting at you.

Next, fire at the blue wall panels to the right of the locked red gate. Fly into the alcove behind the panel to add another LEGO canister to your collection.

With that canister added to your stash, fly to the area's center and destroy the turrets and satellite dishes on the surface for studs and a power up.

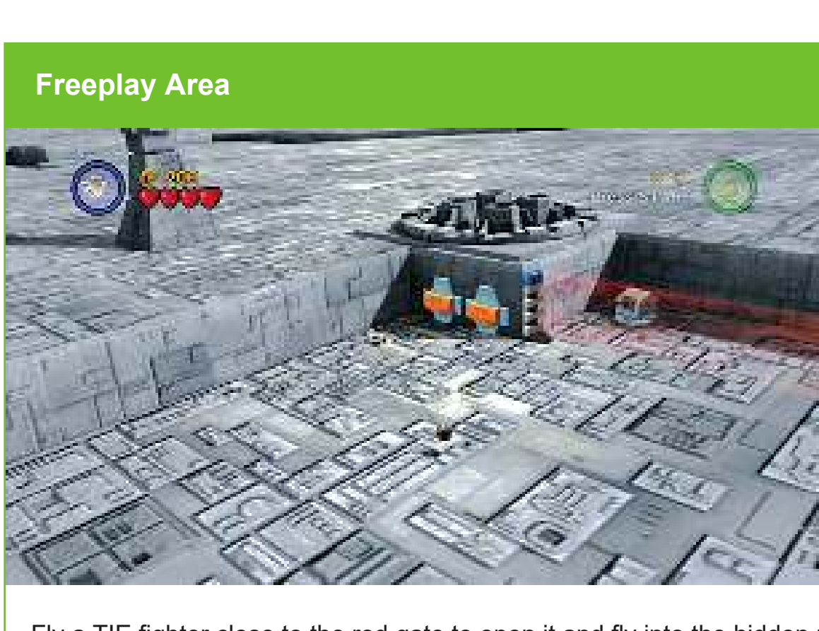


Here's another canister to add to your collection.

Now follow the left wall to the north; you'll find the controls to the next force field ahead. Fly to the right side to collect the bombs you need.

Destroy all four controls to shut down the force field so you can shoot the blue-and-gray wall blocking your way to the north.

Freeplay Area



Fly a TIE fighter close to the red gate to open it and fly into the hidden room. A LEGO canister sits against the wall to the right behind a protective force field.

Return to the gate you recently unlocked to the south and latch on to a rolling bomb using the snowspeeder. Bring it back to the force field and slam the bomb into the controls on one side of the force field.

Get another bomb and do the same to the controls on the other side. When both sets of controls have been destroyed, the force field disappears. Destroy the gun turrets on the other side of the force field and grab the canister.

Fly into the next area and move to the wall on the left where you'll find a row of three turret guns.

Break them to bits with your blasters, then continue to follow the wall on the right until another turnstile rises from the Death Star.

Once again, shoot the green side to spin it around, causing a LEGO canister to appear in front of it. Collect your prize.

Continue to follow the wall to find some force field controls and many laser turrets. Ignore the controls for the moment and destroy all the turrets first.

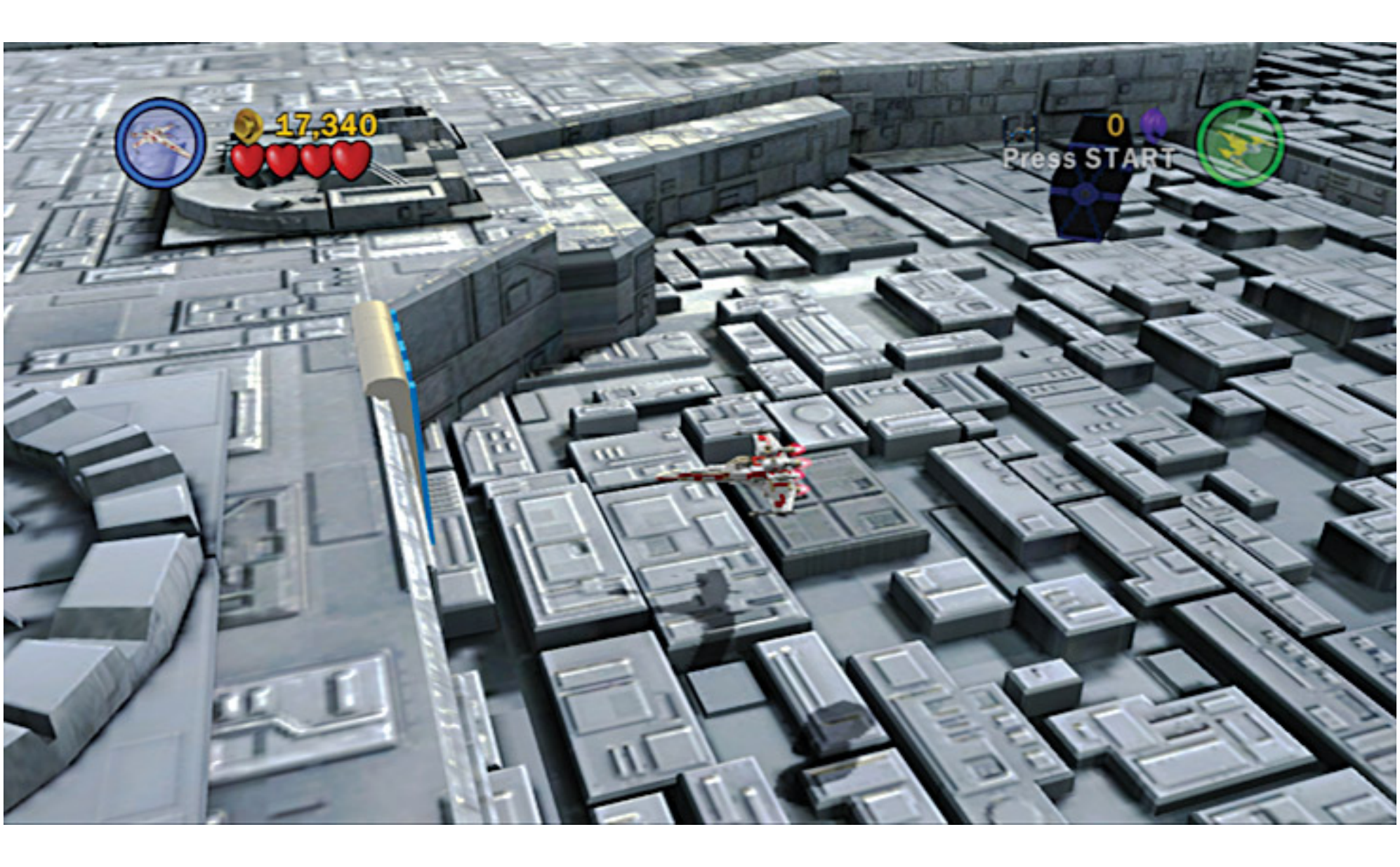
With the guns out of commission, follow the right wall to the bomb dispenser to grab some bombs to blast the force field controls until they are no more.

Now fly to the center of the area and destroy the satellite dishes next to the TIE fighter chute for studs and a power up. After the dishes are destroyed, head for the right wall and destroy more turrets.

Now you can grab more bombs to use on the next set of force field controls.

Now that the last set of controls is garbage, the force field to the north disappears. Shoot out the wall behind the force field and head north.

After you pass the force field you just destroyed, shoot the blue panels on the short left wall to uncover a hidden alcove. Fly into the alcove to get another LEGO canister.



Shoot out the hard-to-see blue panels to find a secret canister.

This is it, the final straightaway! As soon as you enter the straightaway, you pick up a bomb. Fly quickly while shooting at the laser turrets mounted on the walls.

Keep your speed up, and Vader, who is trailing behind you, won't be able to hit you.

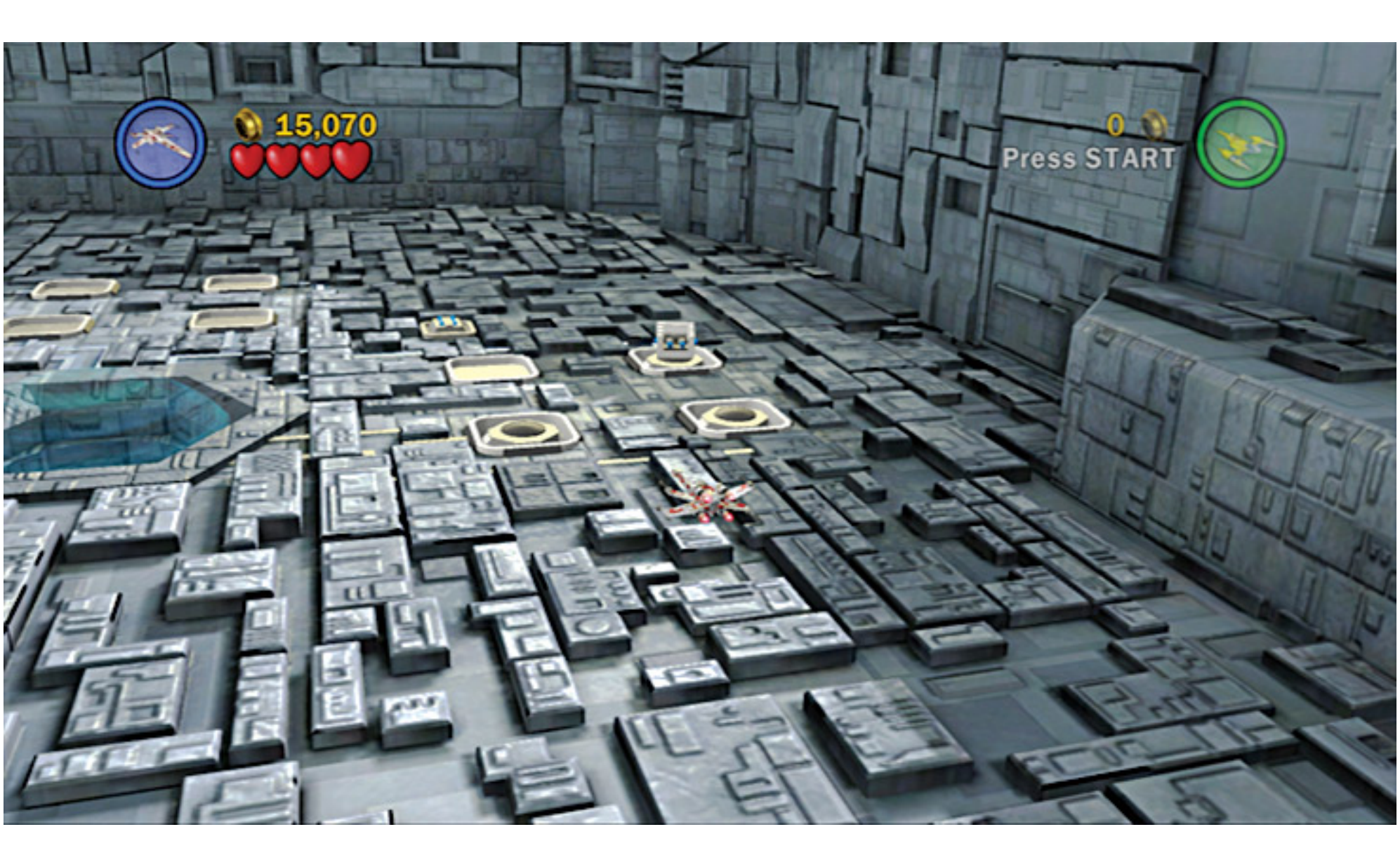
As soon as you get to the area where you need to drop your bomb, Han Solo comes out of nowhere in the Millennium Falcon to blast Vader off your tail. This gives you one less thing to worry about in the final area.

As soon as you enter the area at the end of the narrow passage you just flew through, drop your speed. In the center of the area is your target, but it is covered by a force field that you must deactivate.

To the north, west, and east of your target are holes containing turret guns. Once you fly over the holes, the turret guns will come out and start shooting.

Starting at the left side, carefully loop over the corner hole to get the gun to come out. Blast it apart, then fly over another turret gun hole to get the next to come out so you can demolish it.

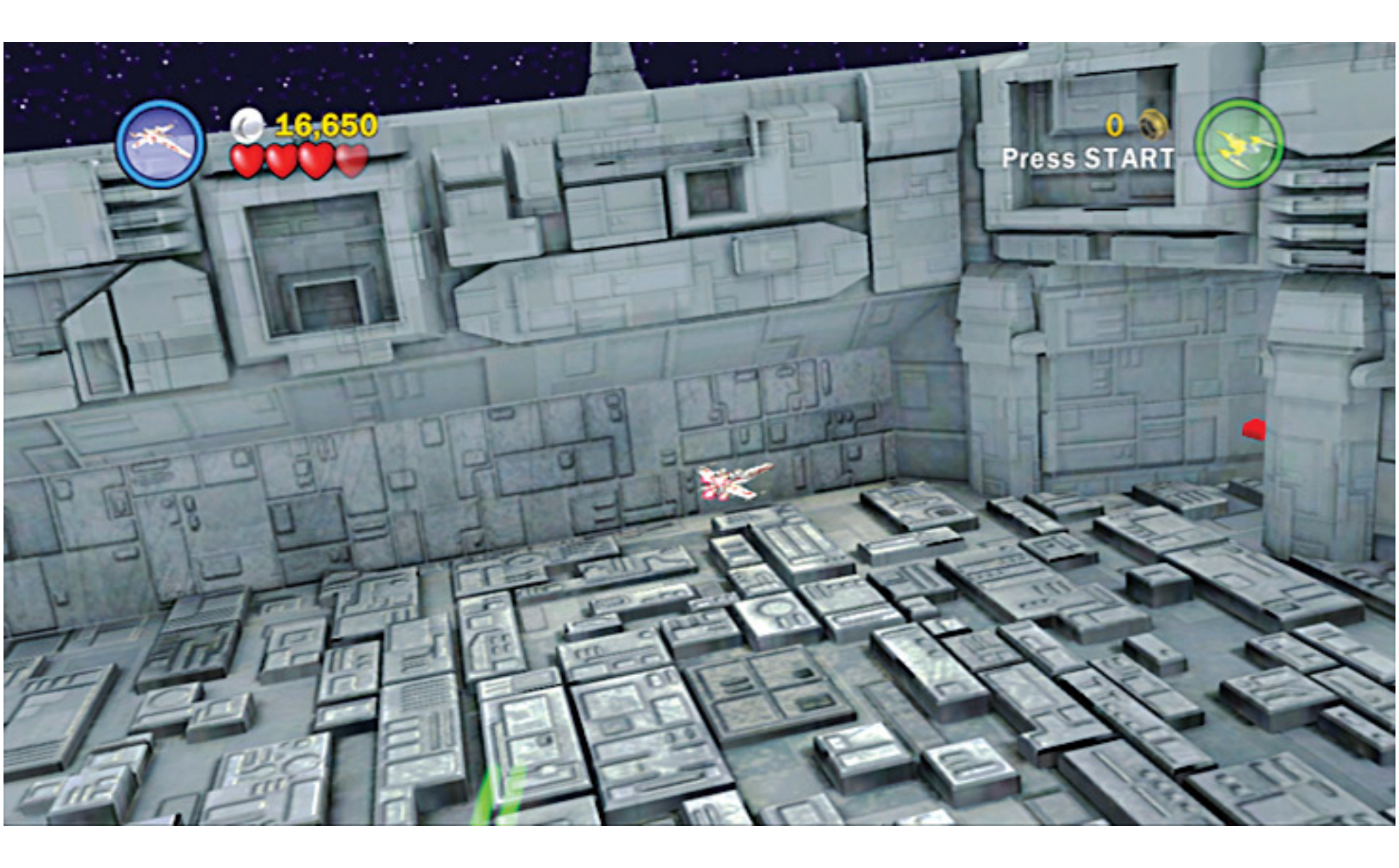
Continue this method and take out all 12 turret guns that are surrounding your target one by one. After the last turret gun is destroyed, the force field is deactivated.



Eliminate the guard turrets one by one to drop the force field covering your target.

Before you go firing at your target, first fly to the back-left corner to cause a turnstile to rise from the surface. Again, shoot the green sides to spin the machine; a LEGO canister also rises from the surface.

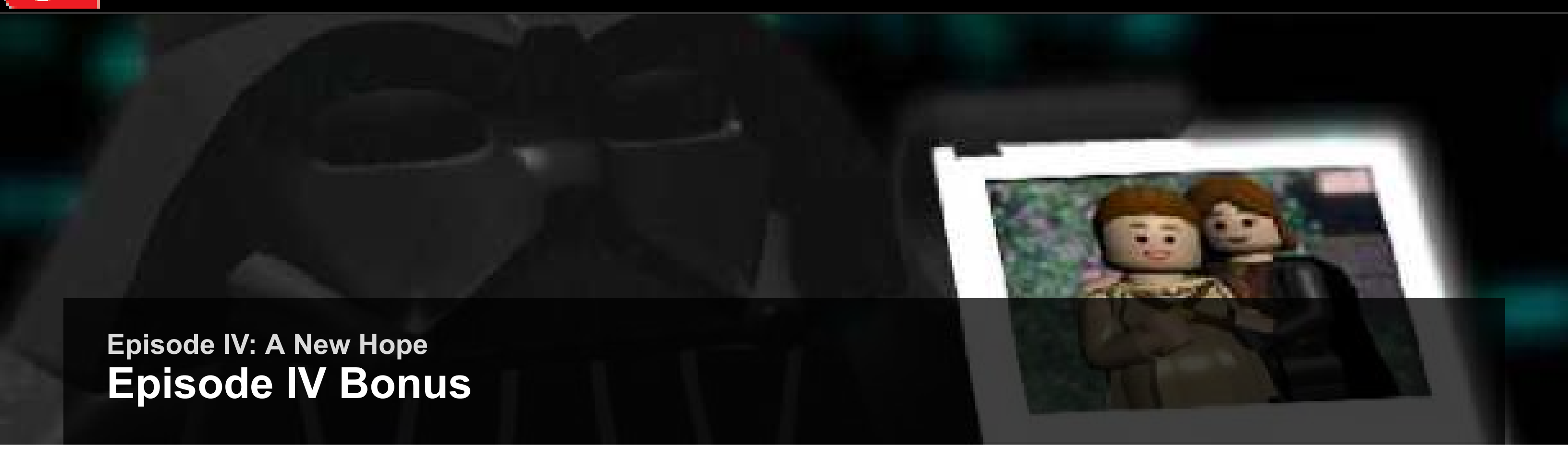
Next, fly to the back-right corner. There you'll find a hidden alcove with a red power brick to add to your collection. With the area clear, fire your bomb at the purple reticle at the center of the area to blow this joint.



Grab the red power brick hidden in an alcove in the back right wall.

Note

If you need another bomb, fly back down the straightaway you traversed and grab another one at the end.



Episode IV: A New Hope

Episode IV Bonus

The bonus section contains three parts. The first part requires you to play through all chapters of Episode IV in less than one hour while collecting 100,000 studs.

The second part has you fighting your way through the mean streets of Mos Eisley spaceport in order to collect one million studs in under five minutes.

And the third part has you flying along the surface of the Death Star gathering one million studs in under five minutes. After you successfully complete each part, you get a gold brick added to your collection.

If you don't complete a mission in the allotted time, you just have to play again until you do, if you want to earn that brick.

Super Story

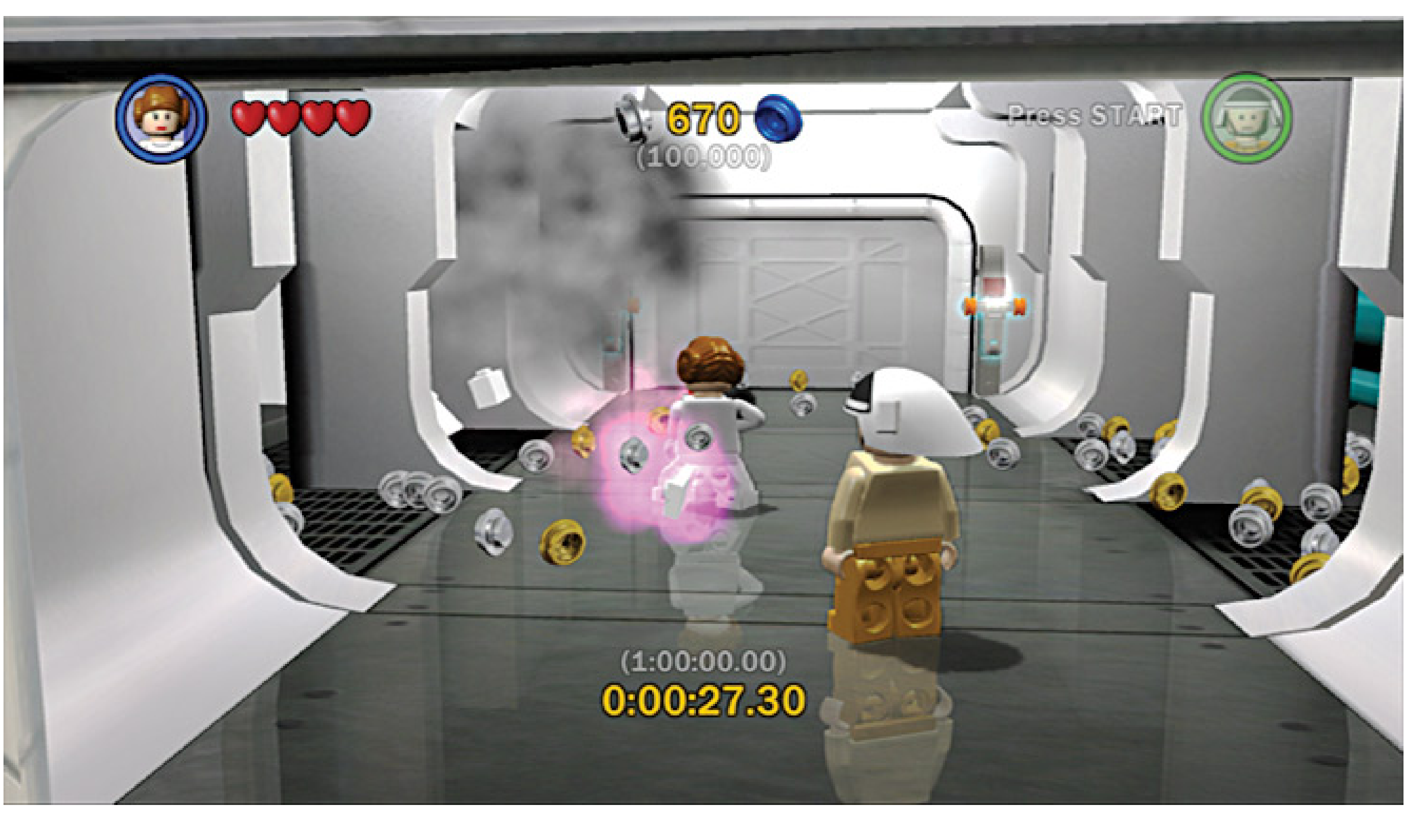
The super story in this bonus chapter is nothing new.

You are simply running through the previous six missions: "Secret Plans," "Through the Jundland Wastes," "Mos Eisley Spaceport," "Rescue the Princess," "Death Star Escape," and "Rebel Attack."

The challenge this time is that you have to play through all six chapters consecutively while grabbing 100,000 studs in less than an hour. Since you've already played through these missions, you should have a good feel for them.

Don't waste time in areas where you aren't going to find many studs or that are way off the beaten path. As you move, be sure to hit the areas that have blue studs or many studs in a centralized location.

When you reach your stud goal, you can concentrate on getting through the levels quicker so you can finish in less than an hour.



The wall panels in the first chapter have a lot of quick-and-easy studs to collect

Character Bonus (Mos Eisley)

You start this adventure on the mean streets of Mos Eisley, where you have five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style, so you can choose the main character you want to play and the game will pick the rest of your playable characters, all of whom will have different abilities.

Try to play this mission as a ghost character, who is impervious to blaster fire, but a Jedi will work just fine. The second character that comes in handy is the bounty hunter with his thermal detonator.

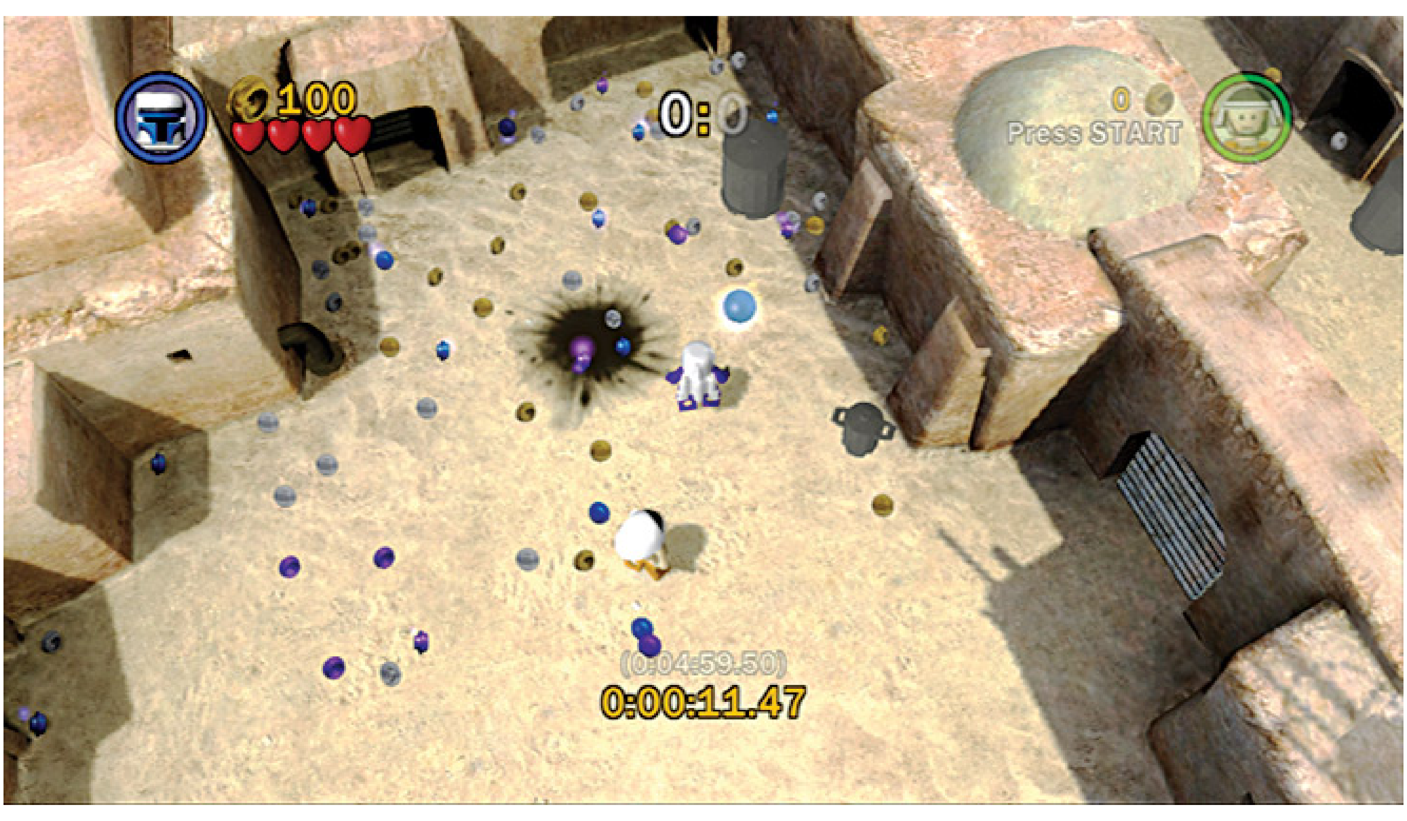
After you start the mission, if you don't start in the center area quickly make your way there. Switch to your bounty hunter and toss a thermal detonator at the shiny equipment in the center of the area.

All of the shiny equipment has lots of valuable studs hidden underneath it, so always make destroying the equipment a top priority. Pick up the studs that scatter on the ground as well as the power up.

Blast all the gray containers you see on the street and any Stormtroopers who might come to investigate. Next shoot the containers along the left wall where you again find another power up.

Once the ground is stud free hit the containers on the right side for even more loot. Finally make your way back to the top of the area where you can use a thermal detonator on the shiny equipment that has respawned.

Once again grab the studs and the power up. COntinue this cycle until you reach your goal.



This center area has plenty of studs and two hidden power ups!

Minikit Bonus (Death Star)

You start this adventure buzzing along the surface of the Death Star. You have five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style, so you choose the main vehicle you want to fly and the game will pick the rest of your playable vehicles for the mission.

It is a good idea to use the TIE interceptor on this level because of its speed and power. Many enemies are flying around with you; they will be constantly on your tail, so you need to be quick.

The Death Star is covered with lots of destructible objects that drop studs when destroyed. Just look for anything that has blue on it to know if you can break it.

Breakable items that drop many studs are blue wall and floor panels, radar dishes, and blue turret guns. You can also blast the TIE fighters chasing you around the area, but they only drop hearts.

Go after them when you get low on health.

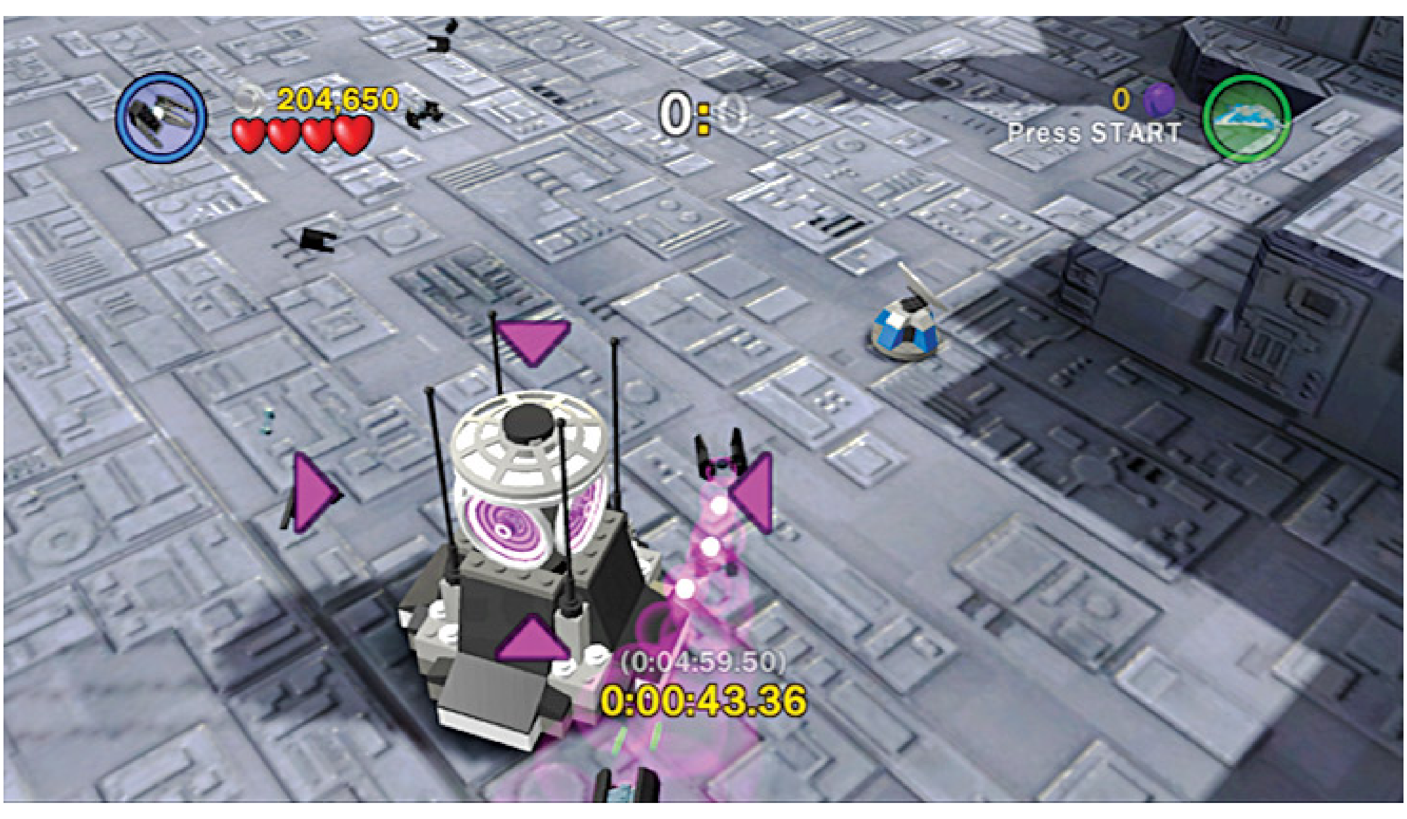
Shooting the blue objects in the area will get you studs, but there is a better source. After you start the mission, fly to the right until you get to the purple bomb dispenser.

Loop around it three times to pick up three bombs that trail behind you. Fly south from the bomb dispenser to see a purple reticle on the large equipment.Use your bombs to destroy the equipment for a huge payday.

Fly to the north of the large equipment and blast the satellite dish you find to uncover studs and a power up. Continue to grab three bombs from the dispenser and return to the large equipment you just destroyed.

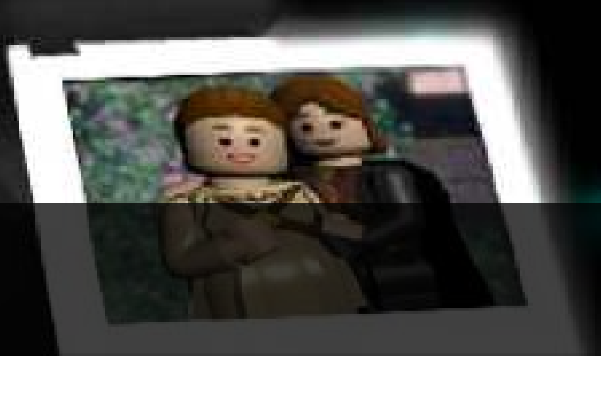
Use your bombs again to blast it apart for lots of valuables. Next, return to the north and hit that satellite dish for another power up to protect you.

As you fly back and forth be sure to continue to shoot everything in sight to get those studs. When you reach one million studs you are declared the winner.



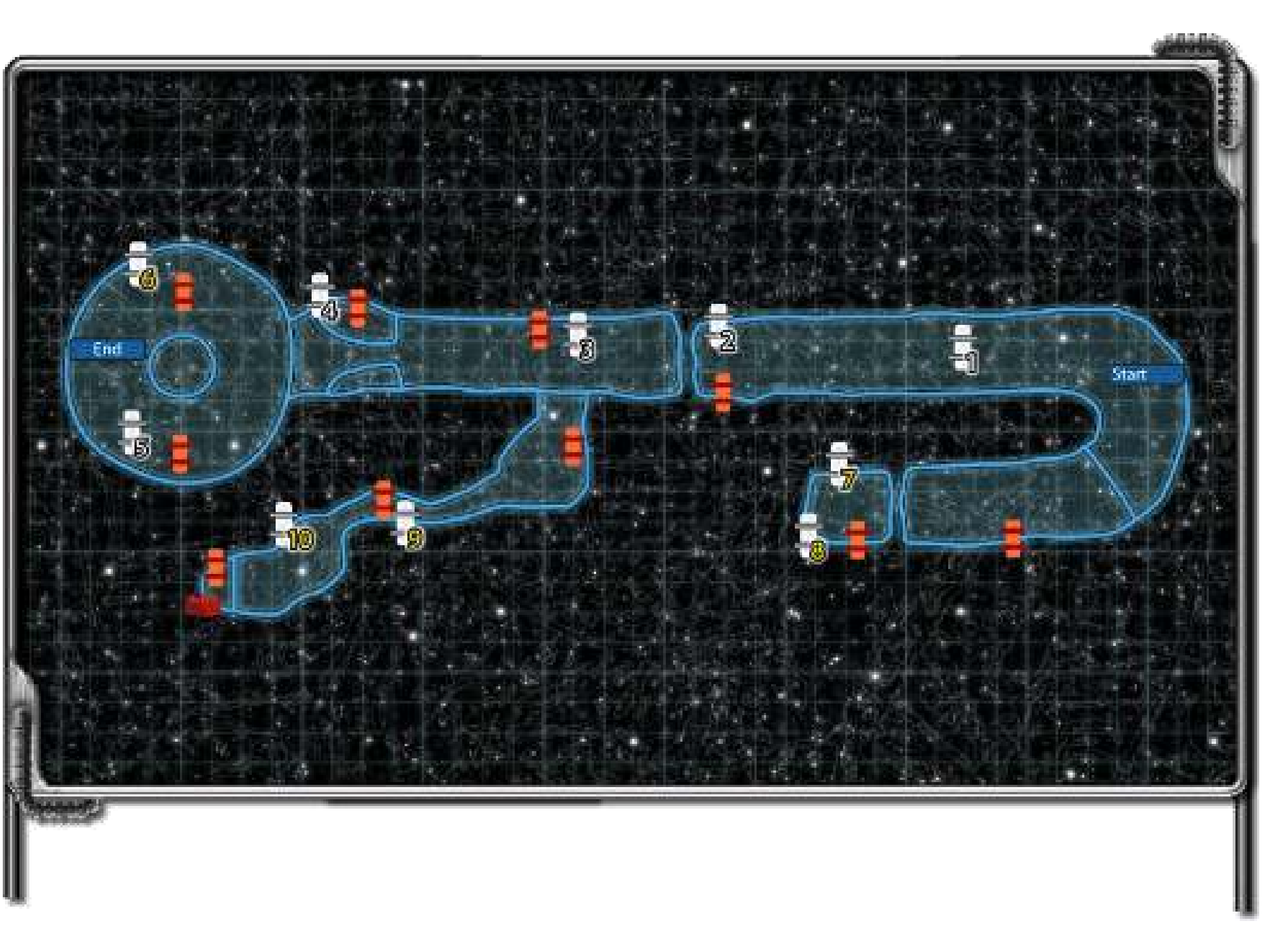
Grab the power up, then use your bombs to destroy the large purple equipment.

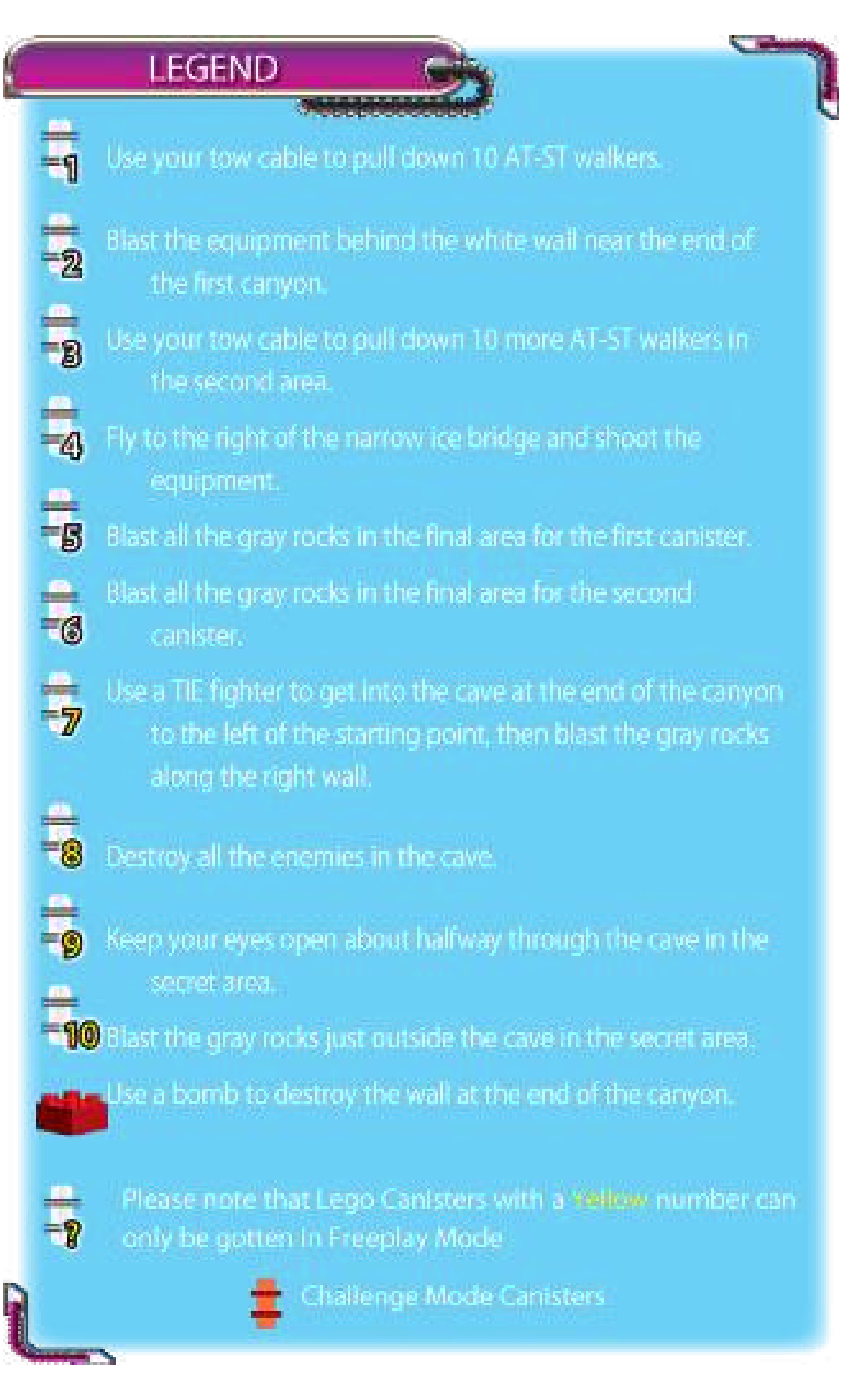
If you lose all of your health, many of your studs will spill to the Death Star's surface. Be sure to fly around the spot where your ship broke up so you can pick up your spilled goods and minimize your losses.



Episode V: The Empire Strikes Back

Chapter 1: Hoth Battle





LEGEND

- 1 Use your tow cable to pull down 10 AT-ST walkers.
- 2 Blast the equipment behind the white wall near the end of the first canyon.
- 3 Use your tow cable to pull down 10 more AT-ST walkers in the second area.
- 4 Fly to the right of the narrow ice bridge and shoot the equipment.
- 5 Blast all the gray rocks in the final area for the first canister.
- 6 Blast all the gray rocks in the final area for the second canister.
- 7 Use a TIE fighter to get into the cave at the end of the canyon to the left of the starting point, then blast the gray rocks along the right wall.
- 8 Destroy all the enemies in the cave.
- 9 Keep your eyes open about halfway through the cave in the secret area.
- 10 Blast the gray rocks just outside the cave in the secret area.
- Use a bomb to destroy the wall at the end of the canyon.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

Why is Darth Vader so obsessed with finding Luke Skywalker? He even sent a probe droid all the way to the icy world of Hoth. Unfortunately for the Rebels, that is the exact location of their new hidden base.

The Empire is not too thrilled with what happened to the Death Star and it has sent troops to the remote planet to take care of business. All kinds of ground troops arrive to crush the Rebels.

Luke is going to have to be extra careful while driving the snowspeeder to repel this massive threat.

The area is crawling with a whole mass of troops and vehicles working for the Empire. While the AT-STs are the largest and easiest enemy to see in this area, the Imperial probe droids and speeder bikes are more nimble and can maneuver easily.

All of your enemies have deadly blasters and orders from the man in black to send you to an icy grave.

Once you hit the snow, steer your craft down the left path. Along the way, you'll see a bomb deployment pad along the left canyon wall.

When you get close enough, a red reticle surrounds the bomb, indicating that you can grab it with your tow cable. Because you don't need the bomb yet, continue flying forward until you hit a locked red gate that only TIE fighters can open.

Blast the enemies you see and the gun turrets on the ground and collect any goodies that spill out. Because this way is blocked for now, backtrack to your starting location and follow the icy canyon north.

At the beginning of your journey north, you see a second bomb deployment pad on the left wall. Ignore it for now and blast any enemies that get in your path.

Also shoot all the turret guns you find because they hide valuable hearts and studs. As you move north, shoot the large gray rock formations along the path to uncover lots of hidden studs and hearts.

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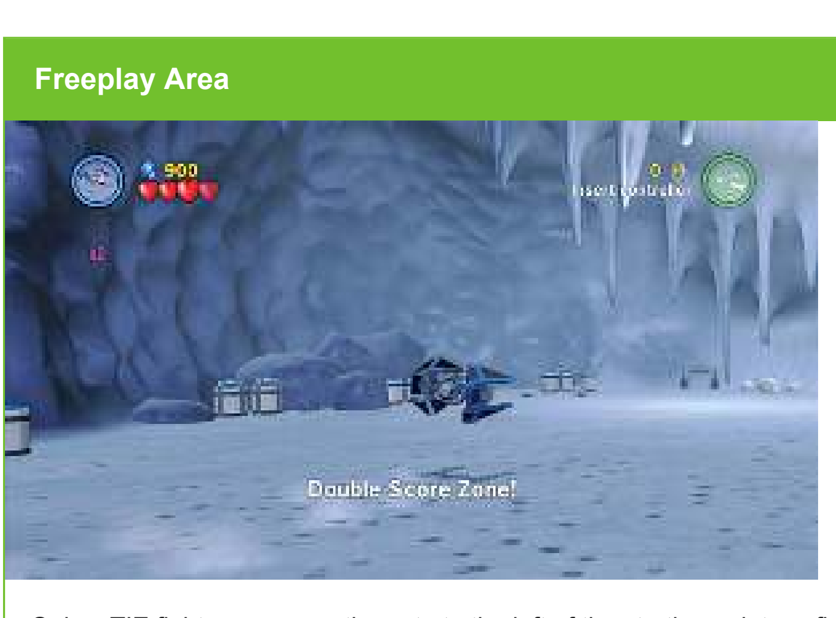
Blast those large gray rock formations because they hold plenty of secret stuff.

Tip

If you are low on hearts, just blast the bombs on the deployment centers to get more.

Freeplay Area



Only a TIE fighter can open the gate to the left of the starting point, so fly in close and when the gate opens, head into the icy canyon beyond. Avoid going over the dark chasms because if you move too slowly, you can fall to your death.

As you move, blast all enemies and turret guns in your path and collect anything they drop. At the end of the trail is a cave blocked by a large white wall that only bombs can destroy.

Blast the dark-gray rocks to the right of the wall and collect a LEGO canister, then head back to the canyon's entrance to get a bomb.

Once you return to the locked gate you opened using the TIE fighter, use the snowspeeder to grab a bomb from the dispenser.

Slowly return to the large white wall, carefully keeping yourself and the bomb you're carrying on the snowy path so you don't slip into the chasms along the way.

When you get to the end of the canyon, release the bomb you're towing into the white wall to open the cave entrance.

When you enter the cave, you can see that the enemy got there first. Race into the cavern and blow up those walkers and the speeder bikes. Destroy all the enemies in the cave, including the AT-STs, and you are rewarded with a LEGO canister.

When your enemies are gone, fire your blasters at the small tanks along the walls of the cave. Hidden inside are valuable studs, and a tank on the right wall even has another LEGO canister. Clear out the cave before you return to the canyon outside.

Along your journey north through the canyon, you'll see large white walls on the sides. Fly back to the last bomb dispenser you passed and grab a bomb using your tow cable.

With the bomb trailing behind your craft, steer toward one of the large walls. Quickly fly your craft toward the wall, then release the tow cable to send the bomb rolling toward your target.

With a direct hit, the wall shatters, leaving behind hidden treasure for you to pick up. Use your tow cable to pull down 10 AT-STs, and a LEGO canister appears to the north.

Fly up the path and clear out all the AT-STs, probe droids, and speeder bikes before they can hurt you. Also blast all the gun turrets and gray rock formations so you can collect all the studs they were hiding.

Blast the equipment behind the white walls near the end of the canyon to the north, and you'll find a LEGO canister.

At the end of the canyon is a closed gate, so backtrack and grab a bomb before returning. Release it at the closed gate when you get near. After the gate shatters, fly into the new opening.

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Destroy the large white wall and grab the canister hidden behind it.

Caution

Imperial probe droids also have a grappling hook that they can use to grab onto bombs that you are dragging. This maneuver slows you down so the droids have an easier time shooting at you.

Keep weaving back and forth to stay out of their crosshairs until you can detonate your bomb on its intended target.

Or you can release the bomb, blow up the annoying droid, then grab another bomb and take it where you want it to go.

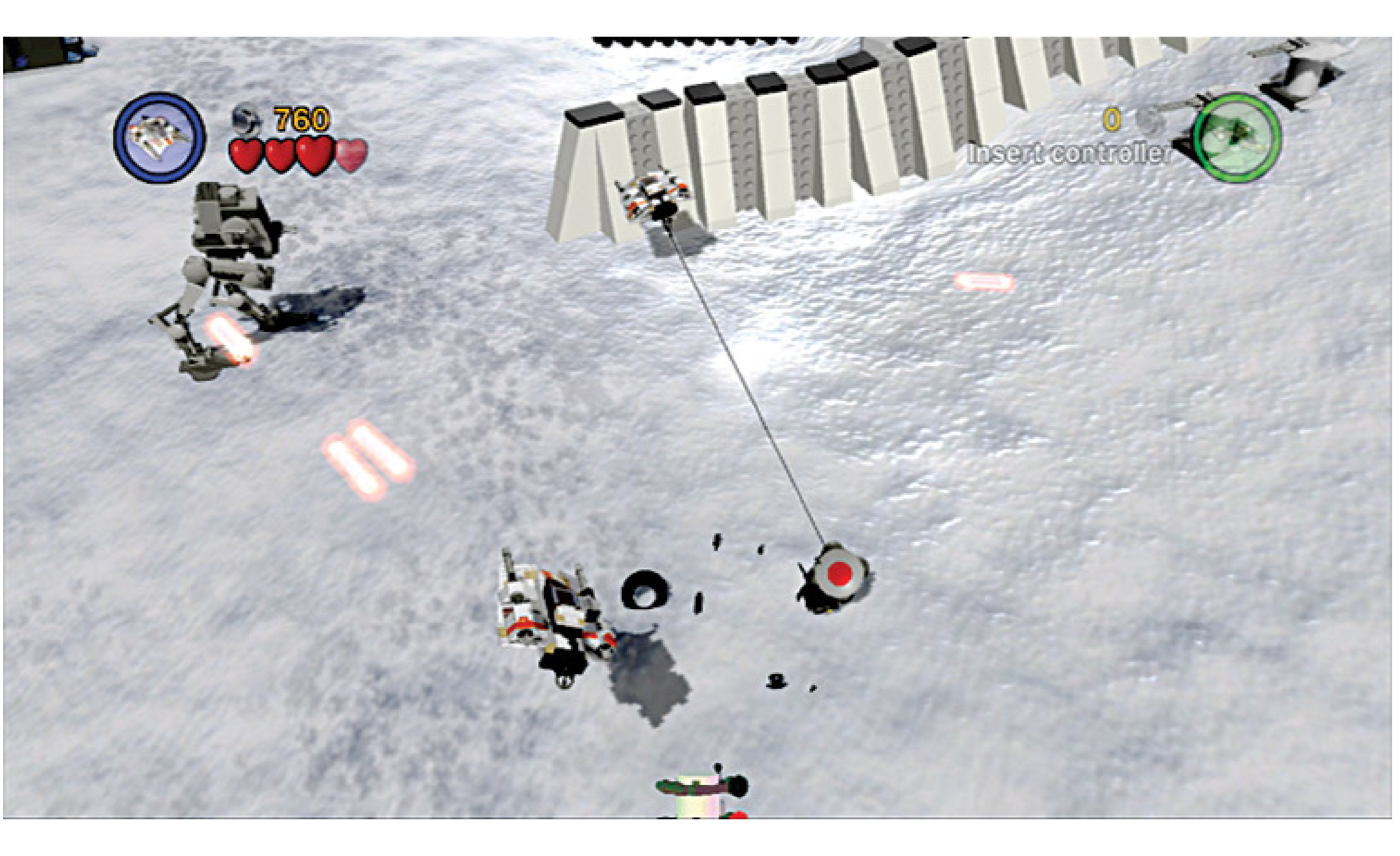
As soon as you fly into the next canyon, shoot the gray rocks on the ground for studs and a power up. Behind the rocks is a very large AT-AT walker.

Before you start to tangle with that beast, fly around it and defeat any Imperial probe droids or speeder bikes that are flying around the area trying to shoot you. Use your tow cable to pull over 10 more AT-STs and a LEGO canister appears nearby.

With the little guys out of the way, you can now deal with the AT-AT walker. Fly in close to its legs and fire your tow cable. When the cable is deployed, it's time to fly loops around the walker's legs.

Keep flying in circles until the legs are all wrapped up and the whole vehicle crumples to the ground. Another bomb dispenser is on the canyon wall nearby.

Grab a bomb with your tow cable and drag it back to the downed AT-AT walker. Release the bomb to send it rolling into the AT-AT's helpless bulk.

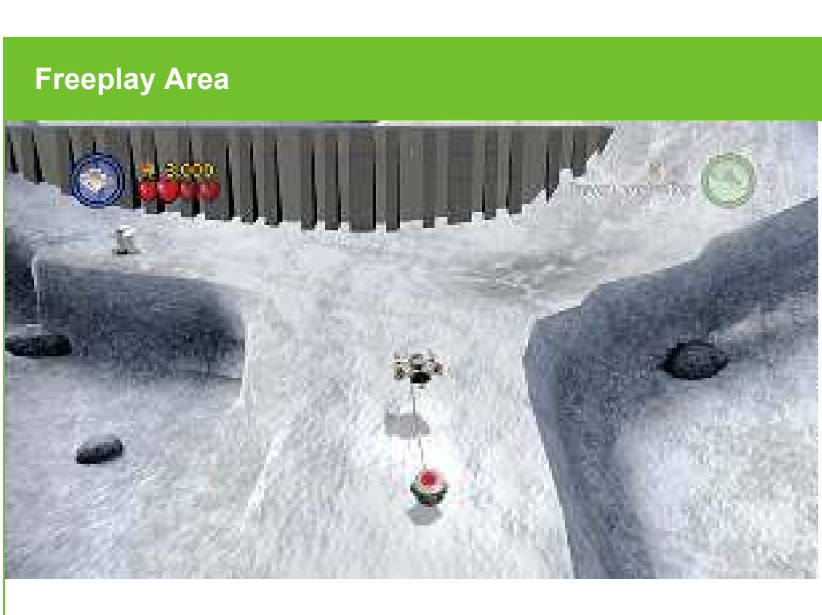


You have to trip up the AT-AT walker with your tow cable before you can drag a bomb into it.

Caution

Downed AT-AT walkers won't stay disabled forever. After you tangle them up, you must quickly destroy them with a bomb before they can get up again.

Freeplay Area



The passage in the left wall is blocked, so use a TIE fighter to get in. The area is crawling with AT-STs and Imperial probe droids. Circle around the small opening and blast all of your enemies.

As you do this, take out the rock formations and turret guns so you can collect the studs and hearts that spill out onto the snow. Now the area is clear. For now, advance past the bomb dispenser and into the tunnel.

Watch the tunnel's left wall as you travel along, and when you're about halfway through it, grab the LEGO canister that comes into view.

When you get to the end of the tunnel, blast the AT-STs coming toward you. Exit the cave to get back outside, and blast the dark-gray rock formations just to the side of the exit.

There, you'll find another LEGO canister to add to your collection. Head down the canyon outside and destroy all the enemies you see except the big AT-AT walker.

Move down the canyon past the walker. You'll find a large wall that only a bomb can destroy. Wrap the big AT-AT walker up with your tow cable, then head back into the cave to the other side where you passed the bomb dispenser.

Scrap any droids that get in your way, then use your tow cable to grab a bomb and drag it into the cave with you. When you get to the other side, fly past the AT-AT walker and release your bomb into the wall at the end of the canyon.

Once the wall crumbles, you can grab the red power brick on the other side. Ignore the AT-AT walker and fly your craft back through the cave to the locked gate where you entered the area.

Destroy the dark-gray rock formations near the bomb dispenser and collect the valuables that spill out. Continue to follow the canyon until you see another large walker.

Again, hog-tie it with your tow cable, then slam a bomb into its body to destroy the walker. The blast melts the ice and snow behind it, revealing a large gray wall. It's time to grab another bomb and destroy this wall.

After you destroy the wall, shoot the dark-gray rocks on the left canyon wall to find many studs. Fly around the newly opened area and destroy all the swarming enemies.

With the majority of enemies cleared out, head back and grab more bombs to destroy the white walls in the area. Continue to shoot all the turrets and gray rocks for even more loot.

At the end of the canyon are a narrow ice bridge and a large gray wall blocking the exit. When most of the white walls are gone, return to the bomb dispenser and grab one more bomb.

When you get close to the end of the canyon, reduce your speed and steady the bomb so that it trails directly behind you. This way, you can keep it on the ice bridge.

Once you get to the other side, send the bomb into the gray wall to open up a new passage. Before you move forward, fly to the right and shoot the container in the corner for another LEGO canister.

When the canister is part of your collection, shoot the gray rocks that were on the other side of the wall that you demolished and continue forward.

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Insert controller

The ice bridge is narrow, so go slowly to keep the bomb behind you.

Now you're in a large, circular battlefield. As soon as you enter the area, 11 probe droids buzz in to get in your way. Circle the battlefield and drop all those droids unlucky enough to get caught in front of you.

Other enemies are present too, but focus on the droids for now. As you fly around dropping droids, blast all the dark-gray rock formations to uncover two hidden LEGO canisters.

Blast all the turret guns on the ground to pick up more studs and hearts as well. Once all the probe droids are nothing but debris, 11 AT-STs come marching in to greet you.

Once again, the area is full of all kinds of enemies, but you must concentrate your fire on the AT-STs. After you destroy all 11, the big guys move in—AT-AT walkers.

Two large walkers move slowly into the area to join the already-crowded battlefield. Choose one of the walkers and eliminate all the other enemies swarming around it. Next, use your tow cable to tie up the walker's legs.

Once the beast goes down, grab a bomb from the dispenser in the area and slam it into the body of the AT-AT walker to destroy it. Repeat this process for the other walker as well.

When the two walkers are history, more enemies enter the battle. Fly around the area and eliminate four probe droids, six AT-STs, and one more AT-AT walker to finish this mission.

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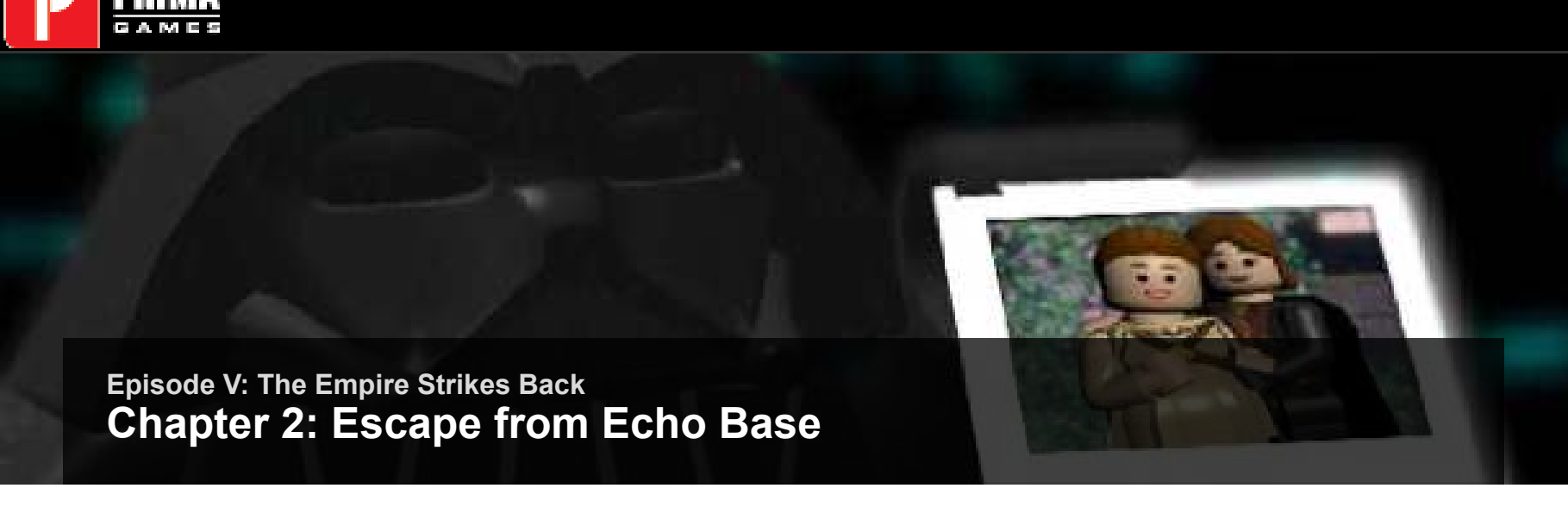
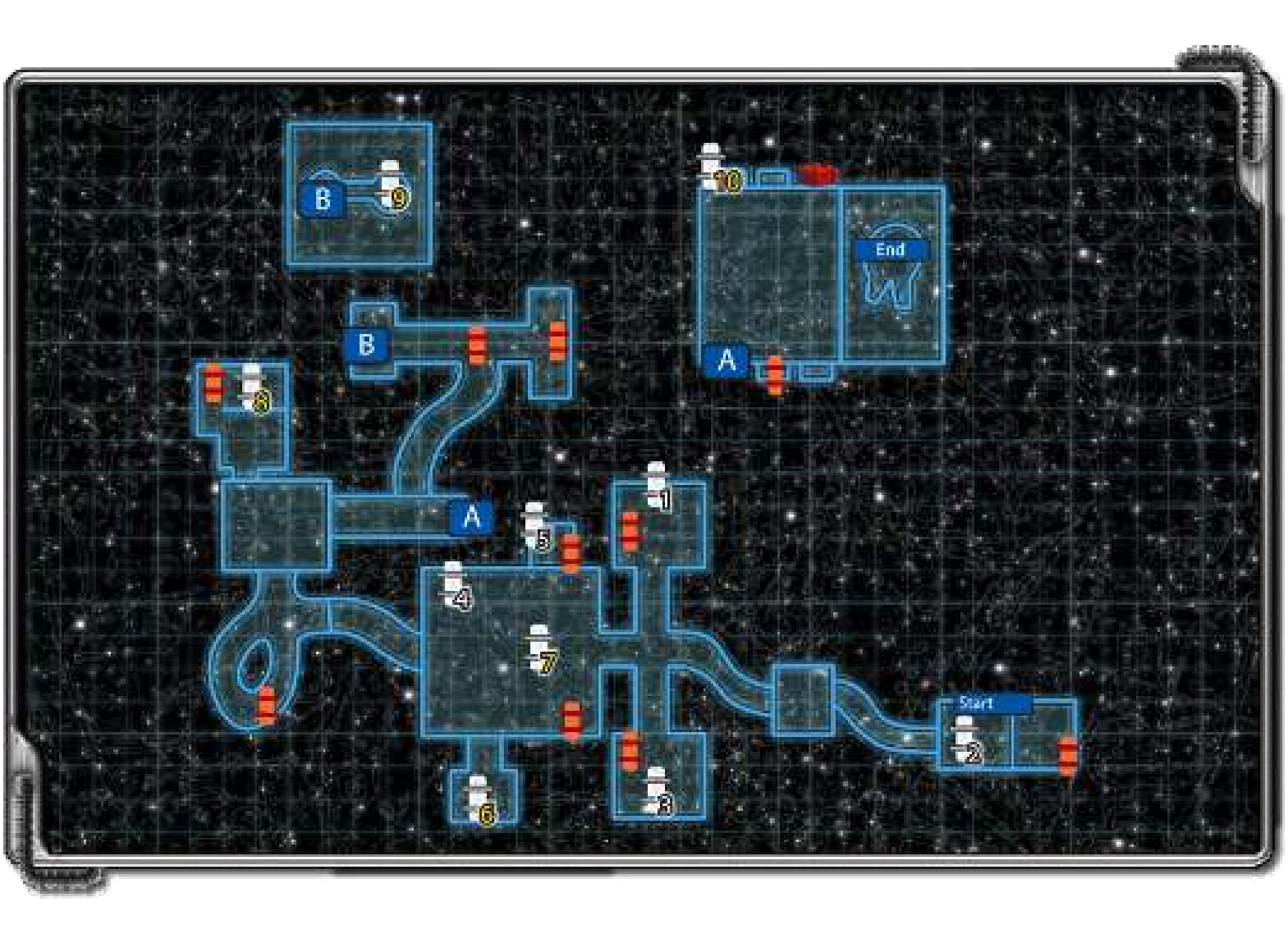
The small battlefield gets crowded as you hunt down the AT-STs you need to destroy.



Episode V: The Empire Strikes Back

Chapter 2: Escape from Echo Base



LEGEND

1 Jump on the cart moving around the room and then onto a ledge in the wall.

2 Use the Force to fix the four screens in the starting area.

3 Blow up the shiny equipment with a thermal detonator, then assemble the loose pieces into a heater. Assemble the new pieces on the ground to create two skeletons and then step on the four floor switches.

4 Use a thermal detonator to destroy the equipment along the right wall and jump in the hole it left behind.

5 Use the Force to pull some pieces out of the ice hole, then put them together.

6 Push a box into the secret room in the right wall, then ride the breeze of the large fan high into the air.

7 Push a box to the center of the large room, then double jump into the air.

8 Assemble the loose LEGOs in the center of the room to fix the nearby equipment.

9 Use a small character to travel through the chute in the glass dome.

10 Pull the lever on the wall to create a green and yellow pattern and open an area in the final hangar.

Pull the lever on the wall to create a red and white pattern, opening an area in the final hangar.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Han Solo and Princess Leia have just had a moment that will last a lifetime. Unfortunately that life won't be very long if they don't get out of Echo Base fast.

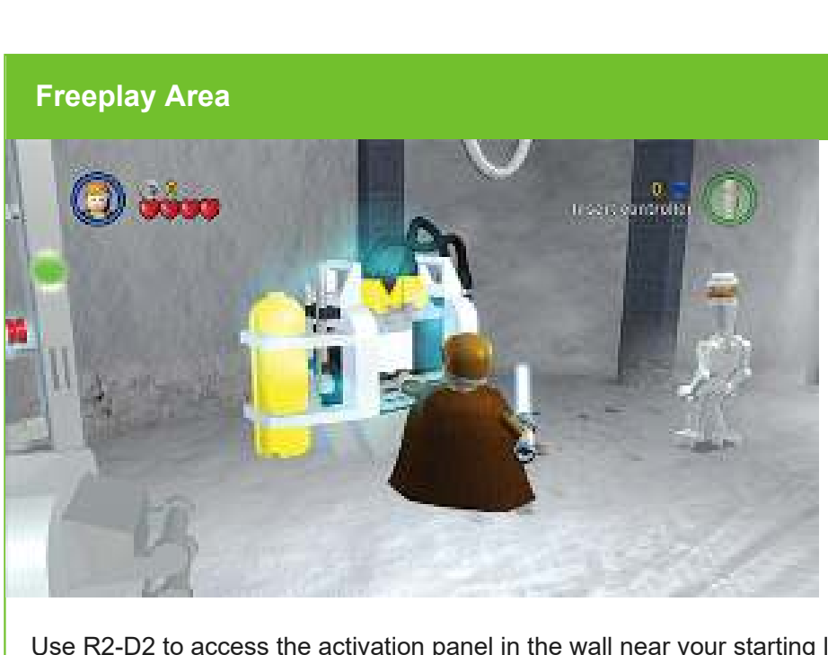
Imperial troops have overrun the Rebel forces on the planet's surface and have destroyed the field generator.

With the force field out of commission, the Imperial forces are storming the base. It's time to make a hasty retreat.

The room you start in is falling apart fast as chunks of the ceiling come crashing down. Scour the floor for studs to add to your stash, then head to the room's right side. When you get close, LEGOs fall from the ceiling and block the door.

Assemble the loose pieces into a bomb, which blows up and destroys the door and gives you some studs. Smash the containers along the wall and collect the loot inside before you move through the doorway into the next room.

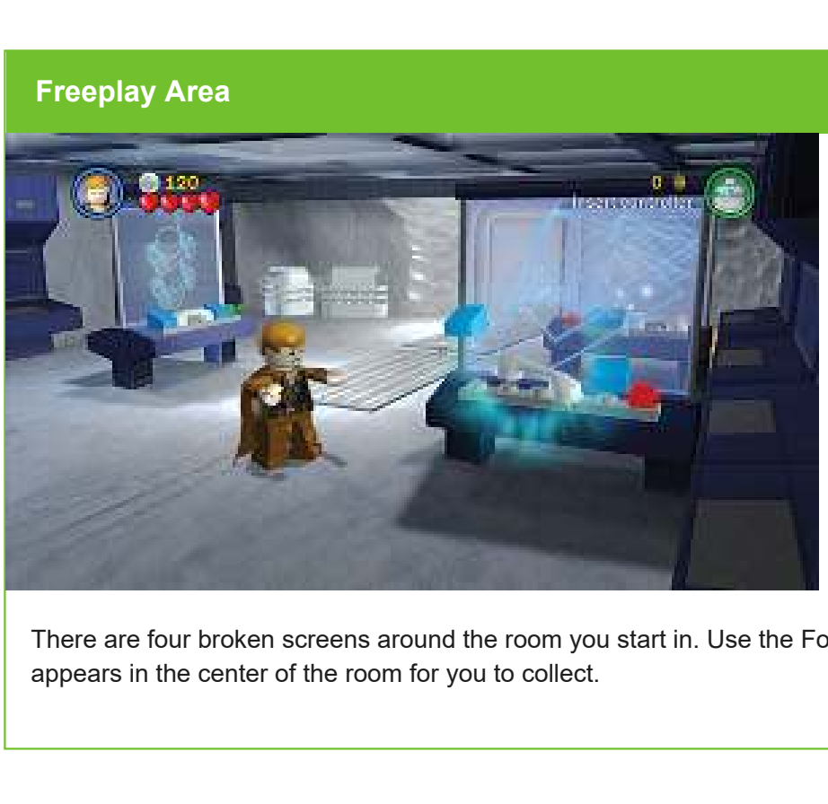
Freeplay Area



Use R2-D2 to access the activation panel in the wall near your starting location. Run into the room and grab all the studs on the ground, including a valuable blue one.

Smash all the containers you see and collect the loot that litters the floor. Use the Force on the equipment in the room to open the compartment door, then quickly snatch all the blue studs that spill out.

Freeplay Area



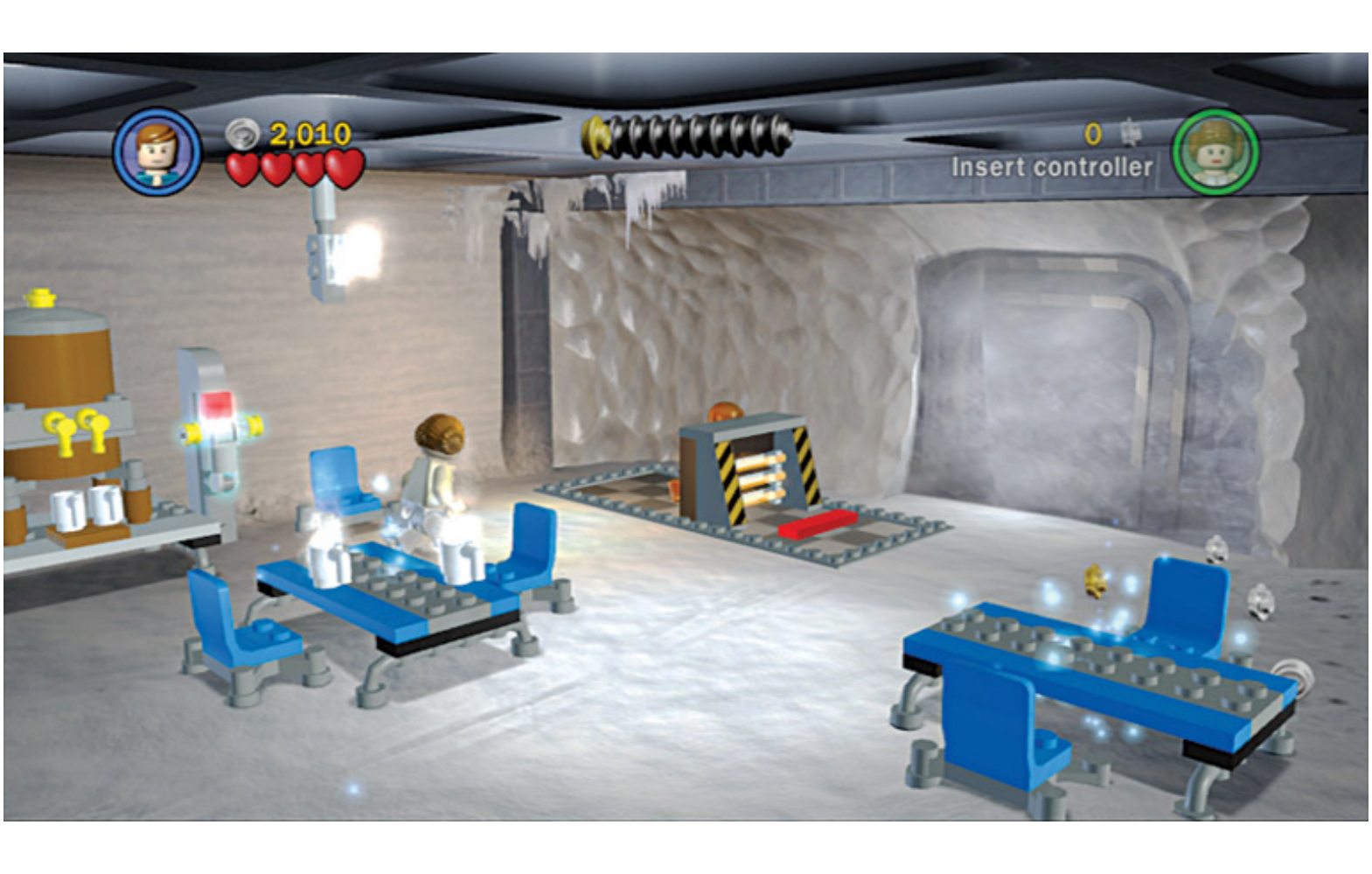
There are four broken screens around the room you start in. Use the Force to fix each one, and a LEGO canister appears in the center of the room for you to collect.

Follow the tunnel on the other side of the door and shoot the Imperial troops that rush toward you. The end of the tunnel is blocked, so assemble the loose LEGOs on the ground to make a heater.

Once your device is complete, shoot at it until it turns completely orange and melts the ice in the doorway behind it. Smash the heater and collect the loot that spills out before you move on to the next room.

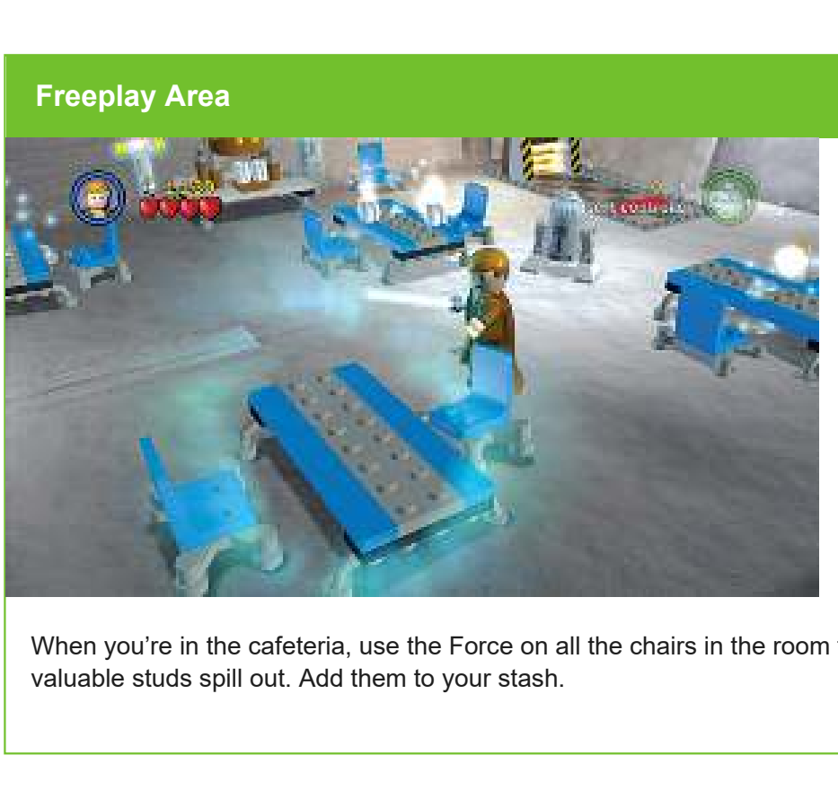
This room looks like a cafeteria, with lots of tables for you to destroy. Pull the levers on the machine to the north for some hot brew before you collect all the studs on the ground. Get behind the heater along the right wall to collect a blue stud.

Then push the heater along the checkerboard pattern on the floor. The heater stops in front of the door, and thaws the ice around it so you can move on.



Push the heater in front of the door to melt the ice.

Freeplay Area



When you're in the cafeteria, use the Force on all the chairs in the room to make them dance. When the dance is done, valuable studs spill out. Add them to your stash.

Follow the tunnel beyond the door as it heads up, and shoot the snowtroopers who come charging in on you. The tunnel comes to an intersection where a snowtrooper sitting in a mounted gun is waiting for you.

Let your natural dodging ability help you avoid getting blasted while you shoot the gun to destroy it and its gunner. When it's out of commission, move to the intersection and collect the studs on the ground.

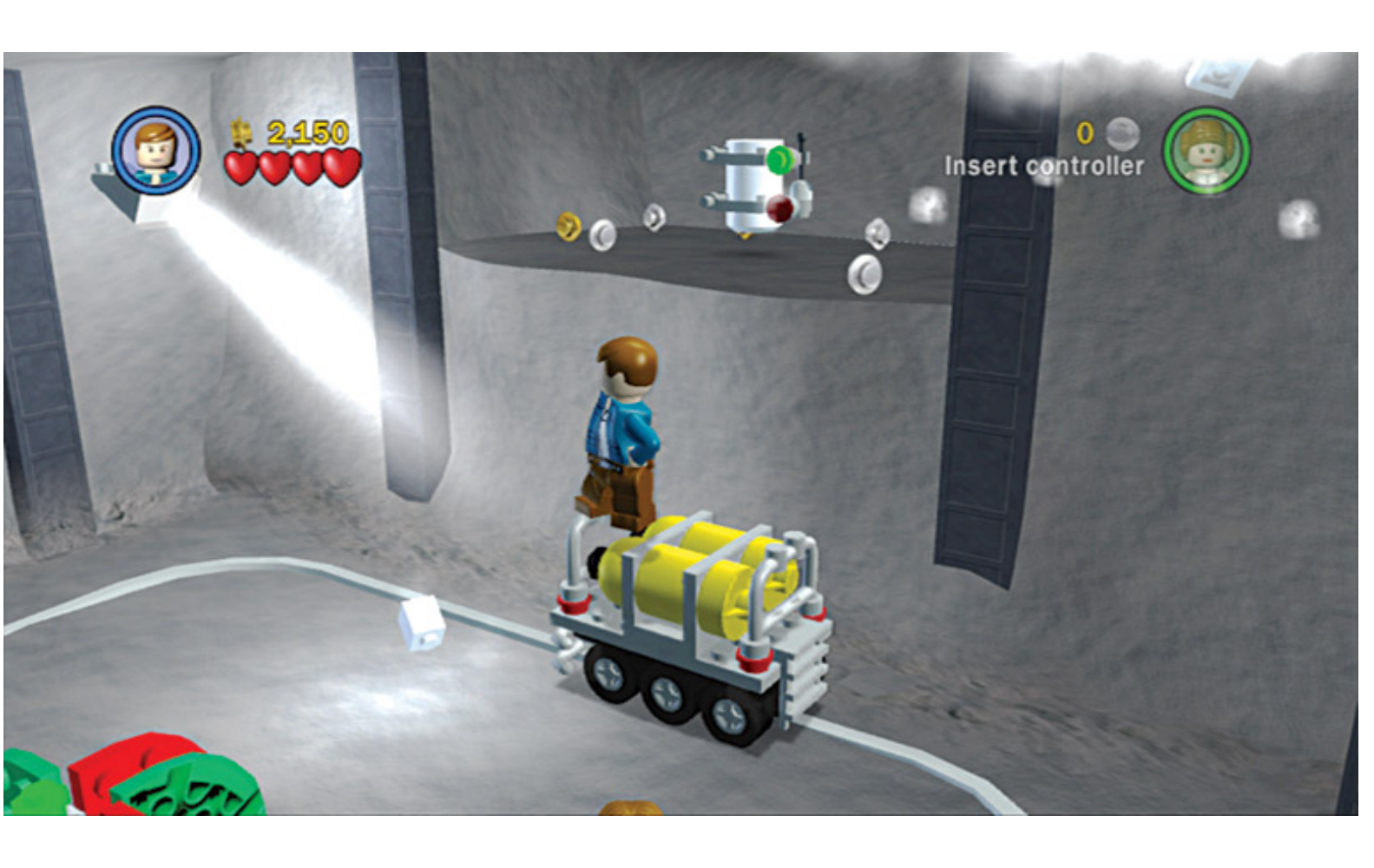
Assemble the loose LEGOs on the ground to put the mounted gun back together and blast the bars over the door behind you. Dismount from the weapon and drop any troops who heard the gun blast and rushed in to stop you.

The tunnel to the left is blocked with debris and the tunnel north has a door that only C-3PO can open, so move to the right. Blast the containers you find at the end of the tunnel and enter the room behind them.

Inside you find more containers to blast and more loot to collect. Put together the loose LEGOs along the north wall to complete a cart. It starts to follow the track around the room.

Jump on the cart as it moves, and from there, jump to a ledge on the north wall for some valuable studs.

Drop back to the floor, where you can catch a ride on the moving cart again. This time, jump to a ledge on the right wall to get a LEGO canister for your collection.



After you put the cart together, you can get to those hard-to-reach high places.

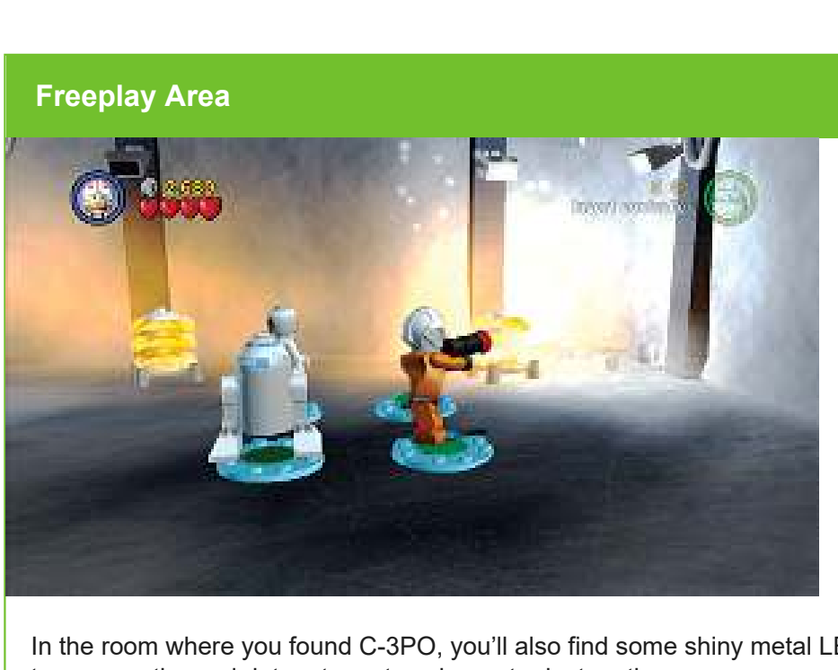
Now that the room has been cleared of goodies, move to the turnstile at the room's center. Push on the green side to spin it and change the tracks on which the cart is moving.

After you change the tracks, the cart travels out the door you came in, continues down the tunnel past the mounted gun, and crashes into the debris blocking the far end of the tunnel.

Move through the doorway that was once blocked with debris. Hey, there's C-3PO. He might come in handy. C-3PO joins your party. Shoot all the containers you find and grab the studs that spill to the floor.

Four floor switches need to be stepped on at the same time, but you only have three members in your party right now. Return to the tunnel and move toward the locked door with the picture of C-3PO on the activation panel.

Freeplay Area



In the room where you found C-3PO, you'll also find some shiny metal LEGO pieces. Switch to your bounty hunter and toss some thermal detonators at each one to destroy them.

Both pieces of equipment leave behind some LEGOs for you to assemble. Each pile of LEGOs turns into a heater for you to shoot. Hit each one three times to turn it on and melt the ice.

Frozen in the ice are some more LEGO pieces to assemble. These pieces are bones, and after you put them together, you get two walking skeletons.

Now step on one of the four green floor switches in the room's center and your buddy and those two dead dudes will step on the rest.

When all four switches are pressed, a LEGO canister appears in the room's center. Shoot each heater before you leave the room to reveal more studs for your account.

After C-3PO unlocks the door, move inside to find a large checkerboard pattern on the floor and lots of guards. Move across the room, shooting the snowtroopers as you go. The room's left side has two mounted guns pointed in your direction.

Shoot the equipment in the room's center for a power up and blast the guns and the guards operating them to bits. Continue to shoot new guards as they enter the area to avoid taking damage.

Once the coast is clear, push the square boxes on the checkerboard pattern into the two square grates on both sides of the floor. This causes a fan in the ground between each set of grates to turn on and blast air upward.

With the fans working again, assemble the LEGOs in the room's center to make a little cart and drive it next to one of the fans.

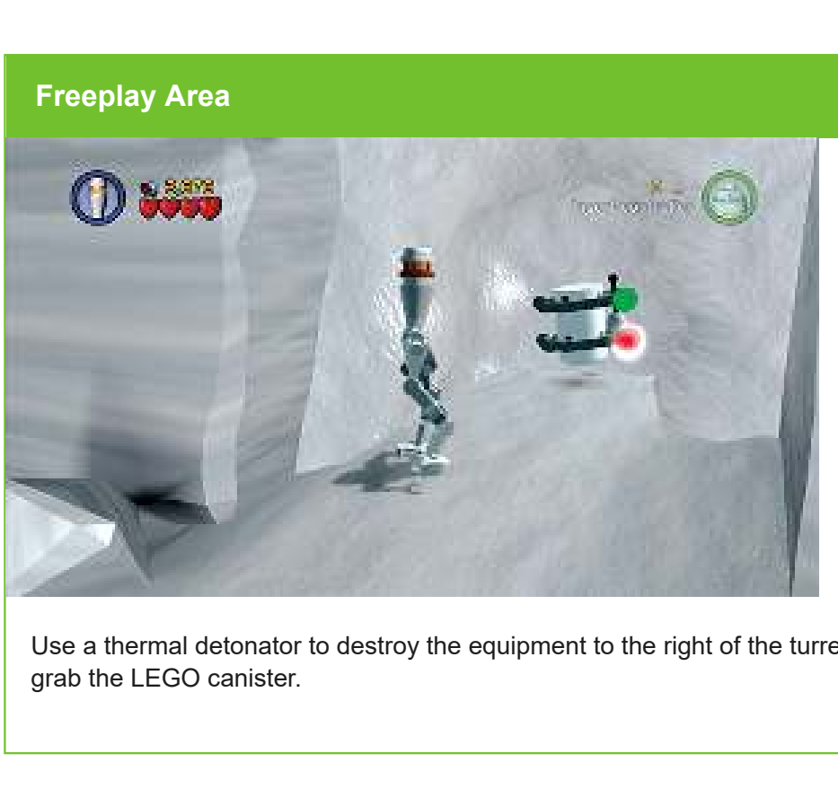
As you wait there, C-3PO will walk over the fan and be blasted into the air so he can land in the back of your cart.

Drive the cart to the ledge where you destroyed those mounted guns, and turn your vehicle so the back of the cart is facing the ledge. As soon as you exit the cart, C-3PO will step onto the ledge.

Those mounted guns are still in pieces, since you destroyed them, so put them back together. Shoot the bars covering the door in the wall and blast any soldiers that enter the area to stop you.

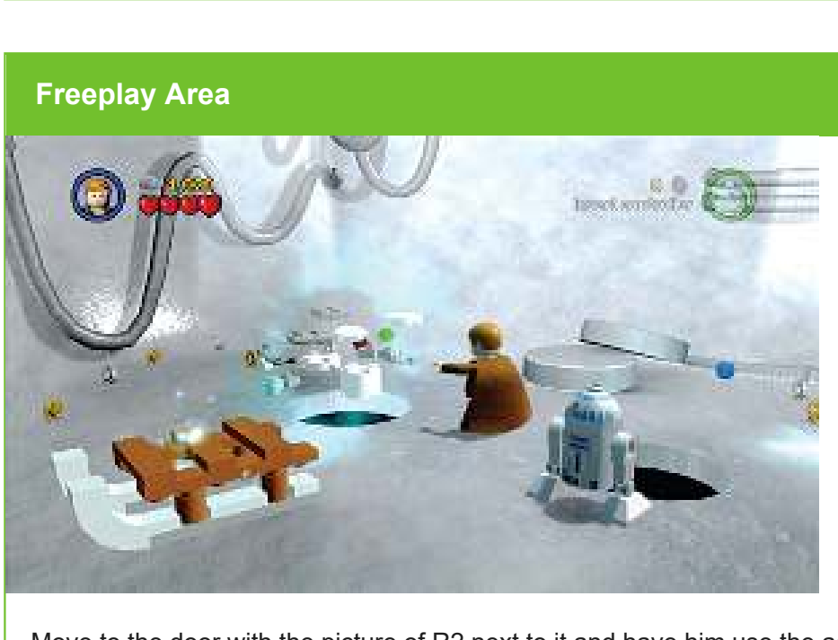
Destroy the gun again and collect more goodies. Use your droid to open the door. A door in the right wall can only be opened by R2-D2, so you'll have to come back later. After the room is bare, go through the open door.

Freeplay Area



Use a thermal detonator to destroy the equipment to the right of the turret guns. Run into the hole that is left behind and grab the LEGO canister.

Freeplay Area



Move to the door with the picture of R2 next to it and have him use the activation panel to get in. Move into the next room and blast all the snowtroopers trying to ice fish.

Now that the enemies are gone, scour the icy floor for studs, and then assemble the loose LEGOs bouncing around in the room's center. These turn into a sled; use the Force on it to make it slide around the room.

Use the Force again on the left hole in the ice to pull some LEGOs out and place them against the back wall. Assemble these to form a LEGO canister for your collection.

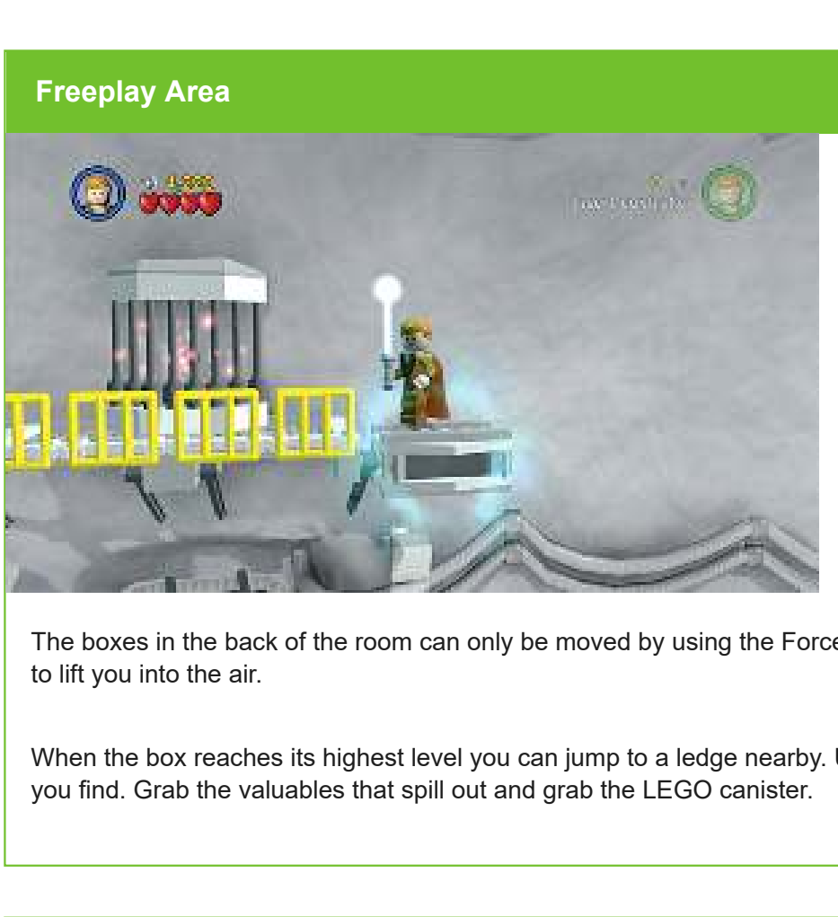
Freeplay Area

A pile of LEGOs blocks the checkered path leading into the left wall. Use the Force to move the loose pieces and turn them into a giant snowman and reveal a hidden door in the wall.

Because no one will ever get to see your creation, smash it to bits and grab the studs. Get behind one of the movable boxes in the main room and push it down the checkered pathway into the new room you discover.

Push the box over the grate in the floor to the right to activate the fan in the floor. Jump on the fan and collect the LEGO canister floating above the ground. Add the rest of the studs in the room to your stash before you go.

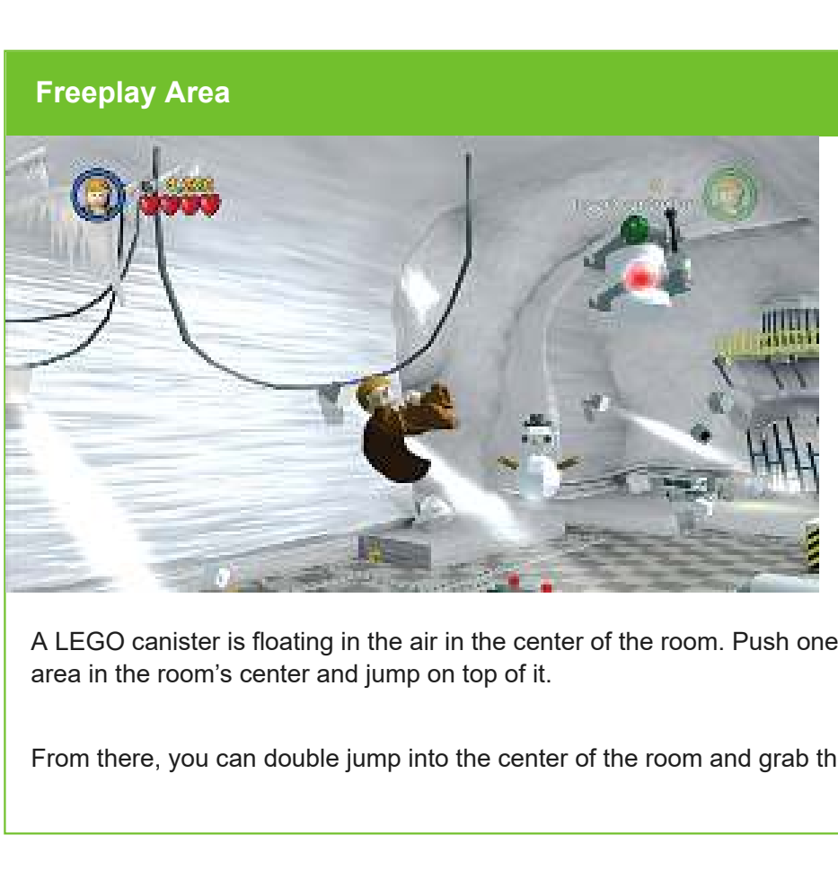
Freeplay Area



The boxes in the back of the room can only be moved by using the Force. Step on a box; your buddy will use the Force to lift you into the air.

When the box reaches its highest level you can jump to a ledge nearby. Use the dark side of the Force to open the cage you find. Grab the valuables that spill out and grab the LEGO canister.

Freeplay Area



A LEGO canister is floating in the air in the center of the room. Push one of the movable boxes next to the snow-covered area in the room's center and jump on top of it.

From there, you can double jump into the center of the room and grab the canister for your very own.

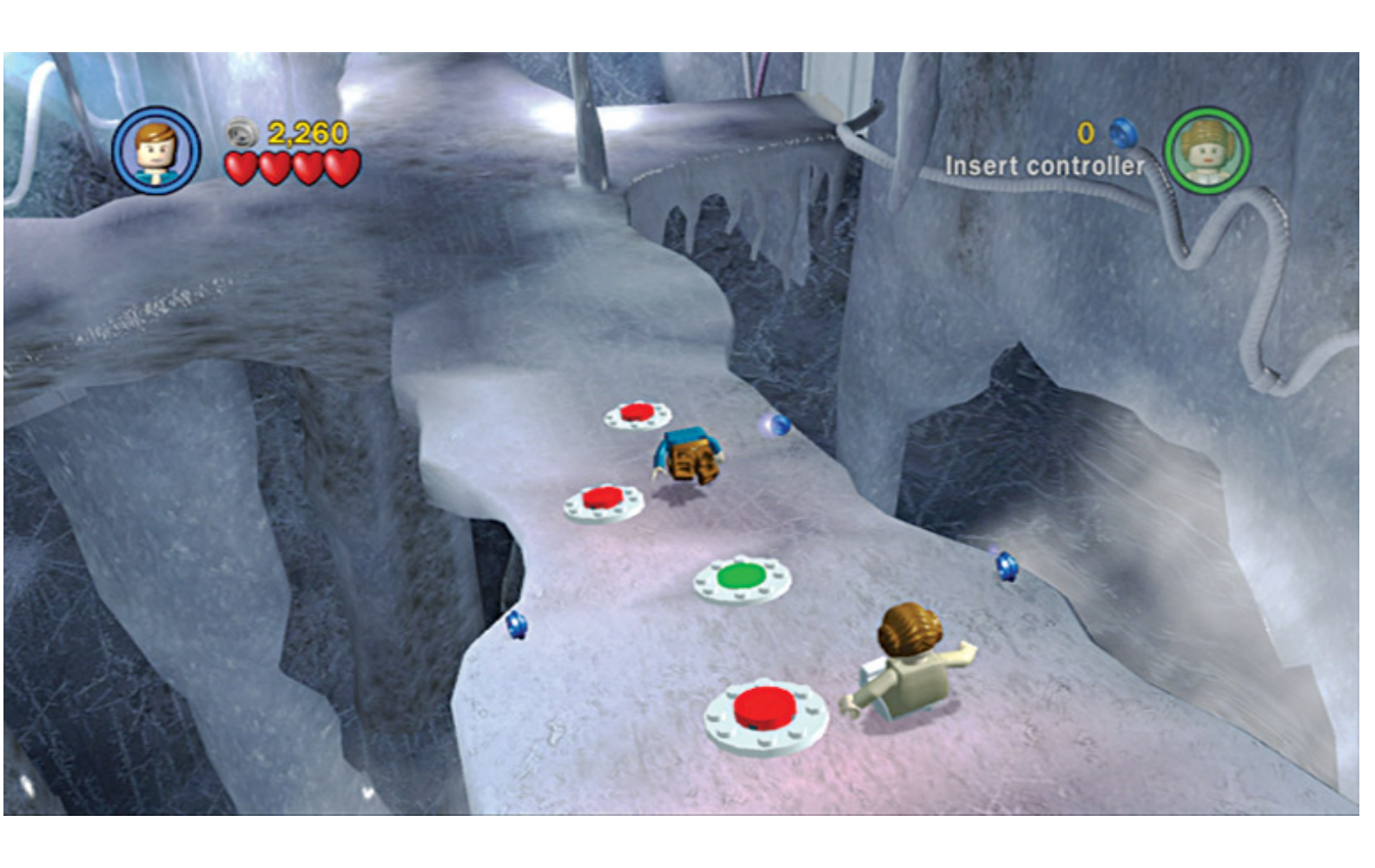
As you run through the next hallway, don't step on the white grates on the ground. If you step on one, they will all drop and take you with them.

When you get to the end of the hall, some debris falls from the ceiling. Put the loose LEGOs together to form a bomb that detonates and opens the door for you.

In the next room, the path leads you to an intersection. The door to the north is locked. The path to the south is too steep to scale. So follow the path to the left as it loops around the room and stop when the trail turns north.

Five red floor switches are located on the steep downward path to the north. You need to roll over them on your way down. Roll over as many as you can to turn them green.

If you don't activate all of them, return to the top of the steep path and roll over the ones you missed. When all five switches are green, the door to the north opens.



Roll over the red switches to turn them green.

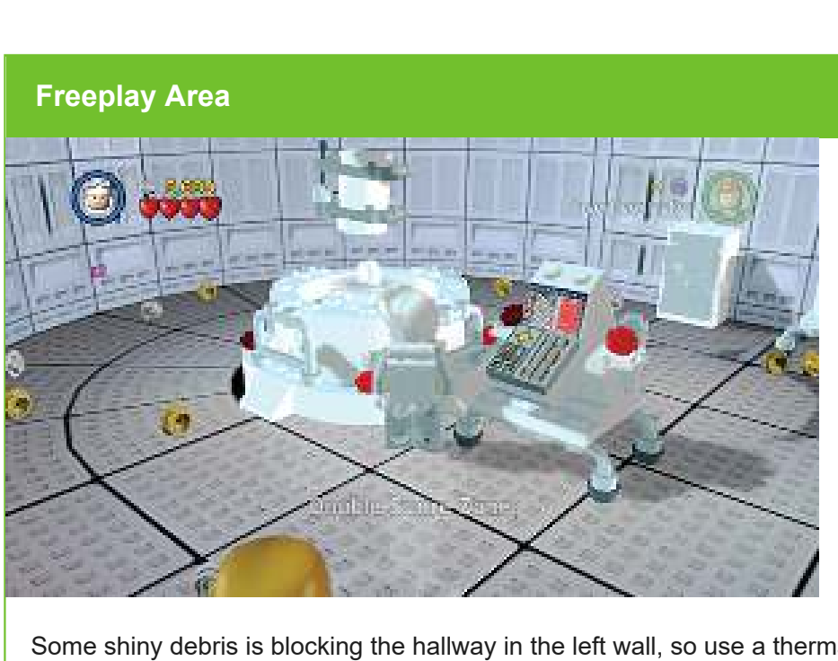
In the next room, head to the south and collect all the studs you find, including a blue one. Just be careful that you don't step over the ledge or you'll fall to your doom.

Next, shoot all the containers in sight to collect even more hidden goods and reveal some red floor switches. Push the boxes in the room over two of the buttons and step on the other ones to open the door in the back wall.

Before you leave, use C-3PO to unlock the door in the left wall. Move inside and jump into the pink-lit alcoves on both sides of the room to collect some blue studs. Blast the containers you see and collect any additional studs on the ground.

The rest of the room is blocked for now, so return to the previous room and go through the door you opened by pressing the floor switches.

Freeplay Area



Some shiny debris is blocking the hallway in the left wall, so use a thermal detonator to blow it away. Collect the valuable studs on the ground as you move through the opening you created.

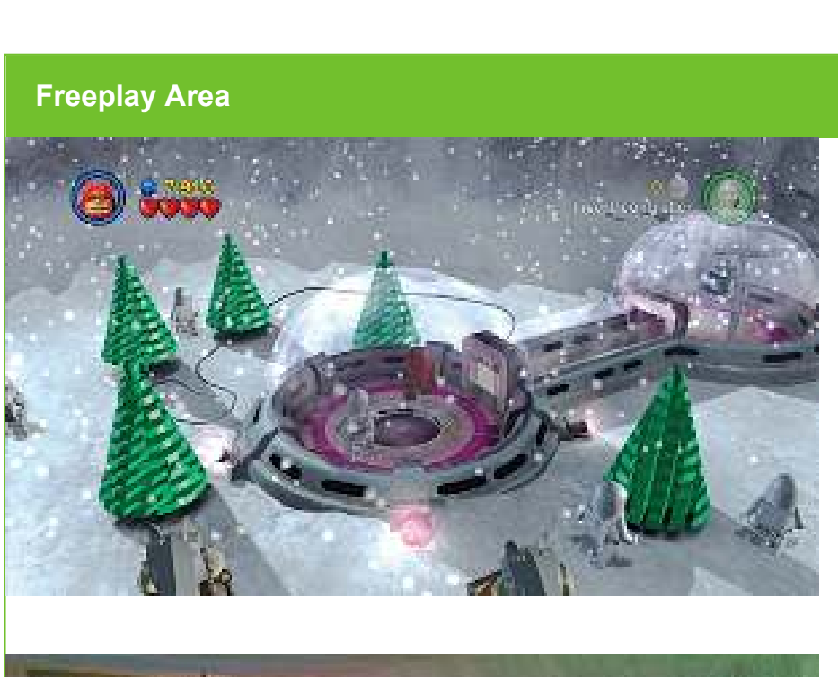
In the next room, assemble the LEGOs in the center of the room to fix the equipment nearby. This lowers the water tank to your left and reveals a LEGO canister for you to collect.

Move around the floor and collect all the studs you see. Use the Force on all the filing cabinets along the walls to uncover hidden goodies.

Move down the next hallway. You start to hear your old friend Chewbacca. A path leading off to the left is too steep to climb, so continue forward.

The door at the end opens and you see your buddy fighting off some Imperial troopers. Give him a hand and blast them to little bits before they start shooting at you.

Freeplay Area



The tunnel in the left wall leading up has a slippery slope that you can't climb. Use the dark side of the Force to pull the black panels off the wall and create steps for you to jump to.

Jump from step to step, being careful not to land on the snow, or you will slide back down the slope. Collect the studs that are on the hillside. Beyond the fourth step, it is safe to walk on the trail again. Blast any troops that charge you.

Follow the trail north until the path splits left and right. Head left and move through the doorway and smash the equipment for studs.

Use your ascension gun on the red circle swirl pad in the center of the room to grapple to the level above. There you find yourself in a giant glass dome looking out.

Move to the other side of the dome. Switch to a Jawa so that you can move through the chute in the wall. Go through the tunnel on the other side until you get to another dome and can grab another LEGO canister for your collection.

Use the Force on the walls of the second dome to break them apart, then backtrack to the intersection you passed.

Since you went down the left passage first, it's now time to travel down the right passage. Use R2 to access the activation panel on the door in the hallway. Run into the room and pull the lever on the right side.

Keep pulling the lever until the wheels spin and turn into a green and yellow pattern. A door with the green and yellow pattern over it opens in the hangar below.

Next, pull the lever on the left wall until you see a red and white pattern. This causes another door in the hangar to open.

After you've opened the two doors in the hangar, return down the slippery slope you came up in the first place.

Inside are the *Millennium Falcon* , a whole lot of guards, and two mounted guns. Grab a power up to the left of the door you came through and quickly blast your enemies to pieces before they can hurt you.

Once they are out of the way, pull the levers on the wall next to the door you came through. Some transparent blue doors along the wall nearby open up for you. Smash all the containers in the room and collect all the studs.

Reassemble the pieces near the *Falcon* to build the turret gun and blast the force field controls on both sides of the field to disable it. Collect all the studs that spill out.

Move into the alcoves behind each door to find two boxes that you can push across the room. Push each one into the black metal grates on the floor.

Another see-through blockade in front of you raises up. In the alcove beyond are two tauntauns. Jump on one and ride it to the *Millennium Falcon* .

Jump to the roof and assemble the loose pieces to fix the gun at the center of your ship, collect all the goodies there, then fall off the left side.

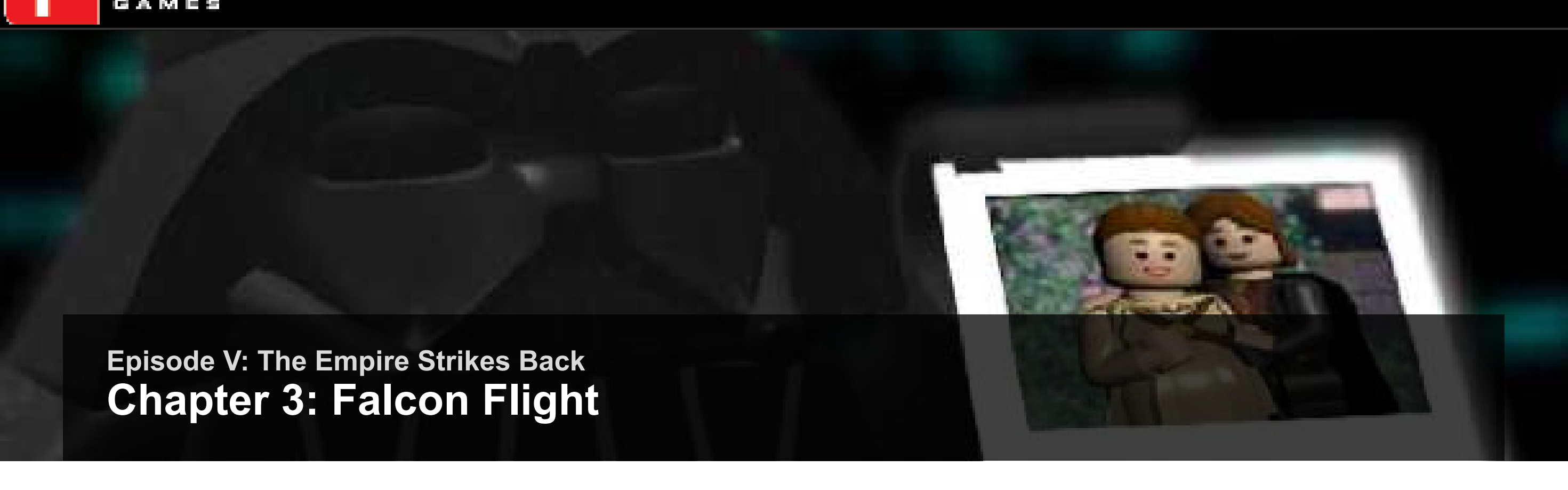
There, you can assemble more LEGOs to fix another part of the *Millennium Falcon* . As soon as the repairs are complete, run up the ramp on the left side to get out of there.

Caution

Getting too close to the Millennium Falcon only brings more Imperial troops down on you, so keep your distance.

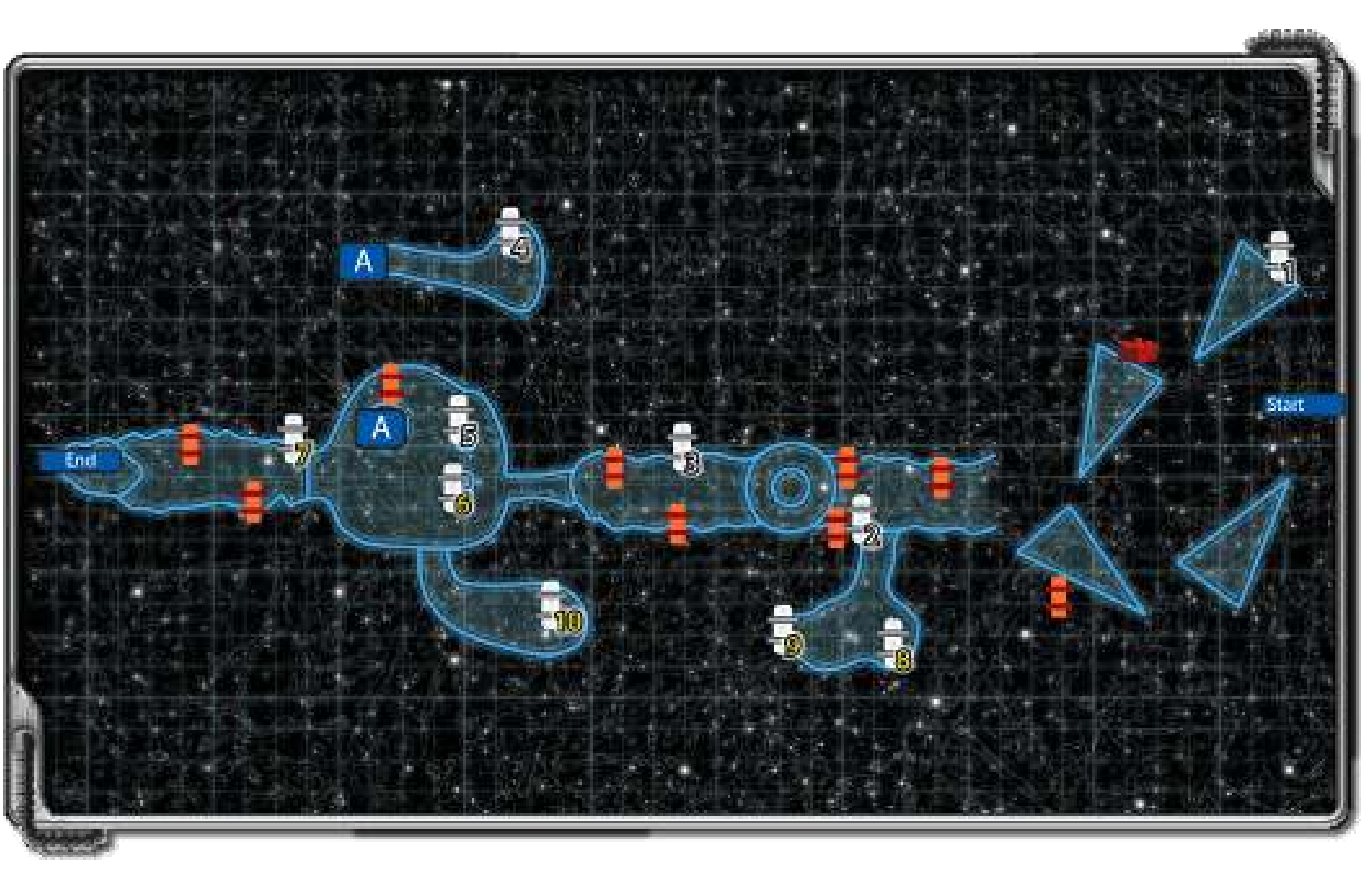
Freeplay Area

The levers you pulled in the room above opened two doors in the hangar near the Millennium Falcon. Hidden inside one is a LEGO canister and in the other, a red power brick. Grab them.



Episode V: The Empire Strikes Back

Chapter 3: Falcon Flight



LEGEND

- 1 Fly behind the upper control deck of the first large ship to your right.
- 2 Fly along the left side of the asteroid field after you see the four pink targets.
- 3 Fly along the right side of the asteroid field after you fly through the center of the large asteroid.
- 4 Fly to the right side when you get to the end of the large worm's belly.
- 5 Fire your bomb at the target on the ground of the large asteroid.
- 6 Fire your bomb at the other target on the ground of the large asteroid.
- 7 After you leave the large asteroid, fire into the alcove of a smaller asteroid on the right.
- 8 Roll a bomb over the red floor switch on the left side of the secret area.
- 9 Roll a bomb over the red floor switch on the right side of the secret area.
- 10 Fire your bomb at the target on the ground in the secret area of the large asteroid.
- Fly behind the upper control deck of the second Star Destroyer in view.

7 Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Just when Han Solo and his crew thought they were out of trouble, the Empire reared its ugly head. While the ground forces were invading Echo Base on the surface of Hoth, the Imperial fleet was waiting out in space for anyone trying to escape.

These aren't just TIE fighters, but Star Destroyers as well. It's going to be a difficult fight, and if you want to live, you'll have to bring out your best.

Four Imperial Star Destroyers have the escaping Rebels surrounded while the Empire sends in the TIE fighters to cut them down. Your first mission is to take out the four turret guns on each of those big ships.

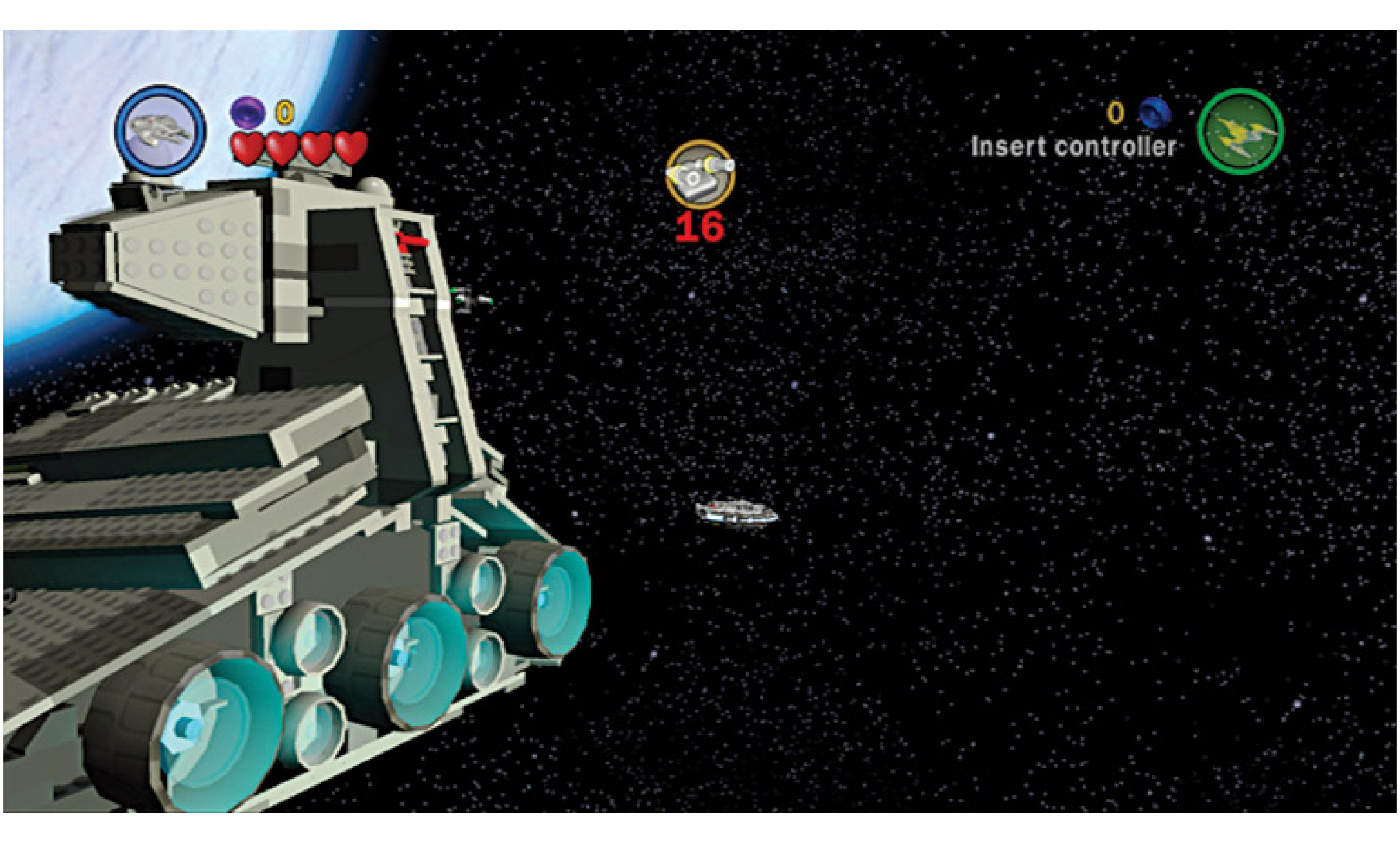
Head to the first Star Destroyer on the right and fly behind the upper control tower on the ship. Hidden up there is a LEGO canister for your collection, so blast away. After you have the canister, it's time to take out those guns.

The turret guns are lined up on each vessel, so fly in a loop toward the end of the row and fire at the first gun. Keep flying in circles in front of the first gun to avoid taking fire as you blast it.

After a few hits, the gun explodes and you can get to work on the next one in the row. Be sure to fly in and collect the studs that each gun leaves behind.

After you destroy the four guns on the first ship, speed to the next Star Destroyer in view. Fly behind the upper control deck like you did on the first ship and collect the red power brick that is hidden up there.

Fly along the deck of that ship and destroy the four guns you find. Destroy the remaining eight turret guns on the last two Star Destroyers to teach the Empire a lesson it will never forget.



Maneuver your ship behind the control towers of the first and second ships to collect a canister and a red power brick.

Tip

When you get low on health, retreat and take out a few of the TIE fighters buzzing the area to get more hearts.

Caution

TIE interceptors hound you during this entire mission, so keep on your toes and avoid flying straight toward the enemy because you will take a lot of damage.

Instead, fly your craft in loops to come up behind the enemy ships and take them out with ease.

The asteroid belt is a very dangerous place to be flying around, but desperate times call for desperate measures. Unfortunately the Empire wants you really badly and they follow you in.

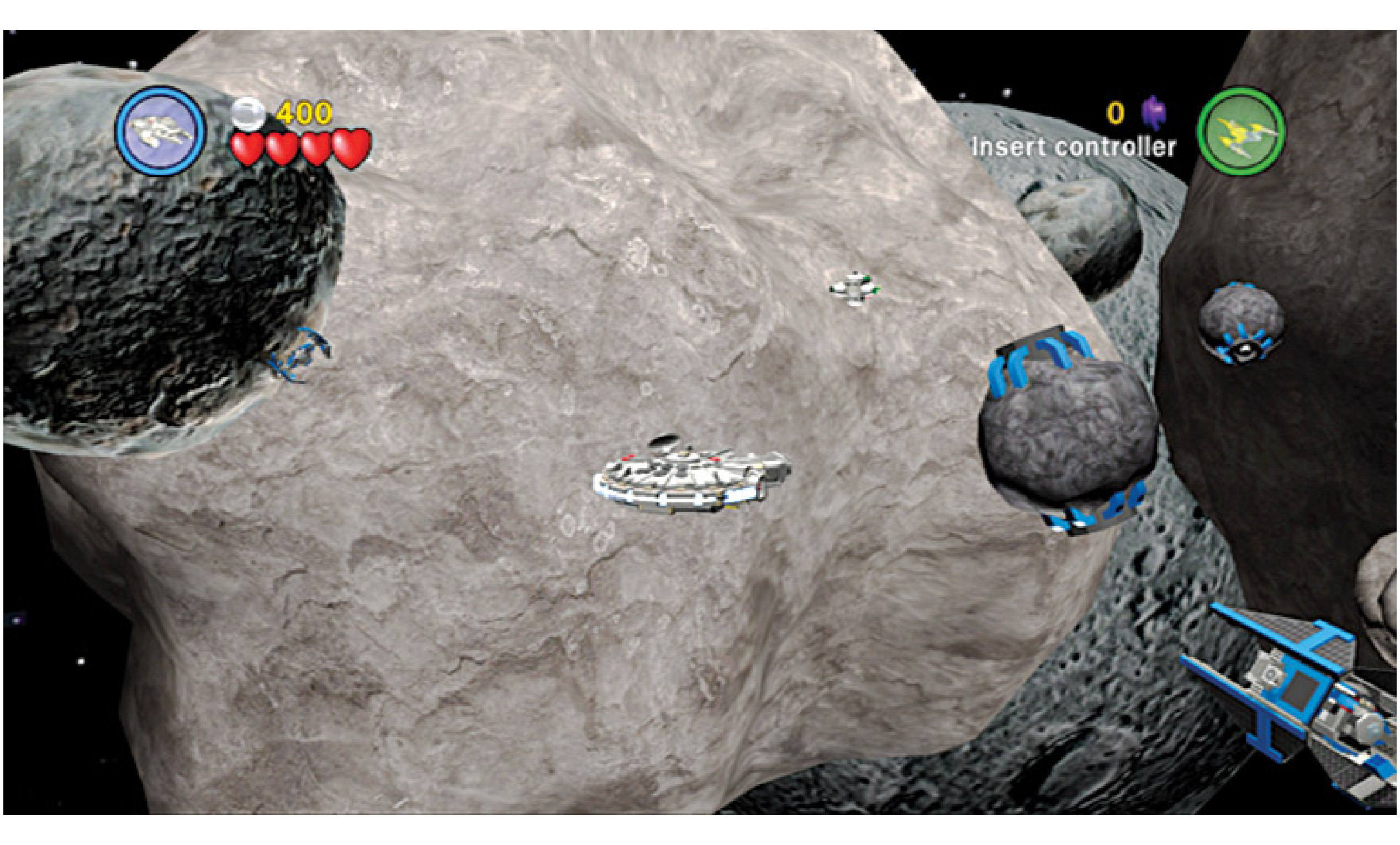
As you fly into the belt, blast all the asteroids with blue and black metal chunks sticking out of them. As the asteroids explode, they leave behind pink bombs for you to pick up, as well as gray LEGO chunks.

Shoot these chunks to find valuable studs and hearts. A red gate in the left asteroid can only be opened using a TIE fighter, so skip it for now.

Continue to follow the asteroid field until you find a really big chunk blocking your path. It has four pink targets in an alcove at its center.

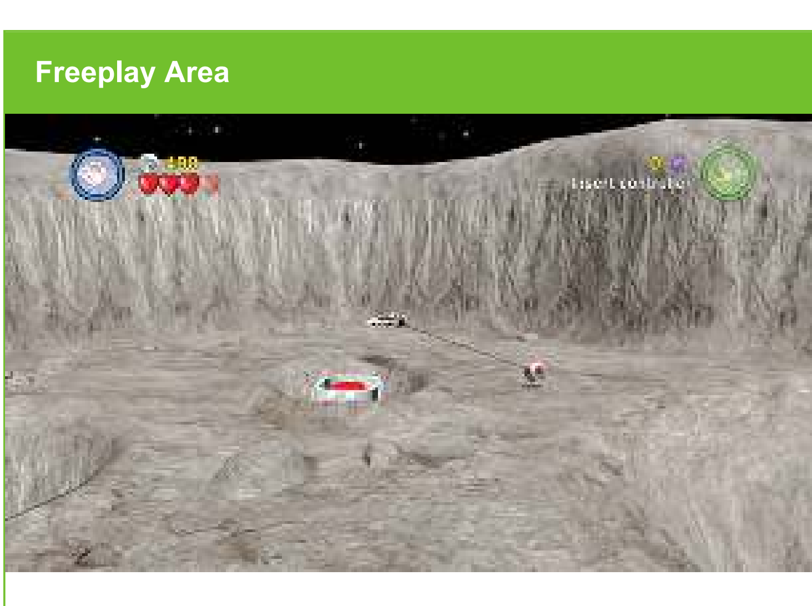
When you get close to the large asteroid, fly your craft to the left and follow the wall of large asteroids. When you see the little gray satellite, blast it to get a LEGO canister added to your collection.

Now shoot more small asteroids in the area to collect some bombs, then head for the targets in the alcove. When the pink reticle lights up, fire your bomb.



Shoot at the satellite along the wall of large asteroids on the left to find a hidden canister.

Freeplay Area



The first large asteroid to the left of the asteroid belt has a locked red and black gate. Use a TIE fighter to open the gate and fly inside. The large crater you're in has red floor switches on the left and right sides.

On the back wall as you fly in is a bomb dispenser. Use a snowspeeder to grab a bomb with the tow cable and drag it over each floor switch.

Be sure to take your time; avoid rolling the bombs into deep craters or you'll lose them and have to get others. When you successfully hit your target with a bomb, a LEGO canister rises to the surface where the switch used to be.

Shoot the canister to collect it. After you collect both LEGO canisters, return to the asteroid field.

After you destroy all four targets in the alcove of the large asteroid, a tunnel opens up through its center. Fly through to the other side, where you are again greeted with more small asteroids and TIE interceptors.

Continue to blast the asteroids for hidden loot as you fly along the right side of the asteroid field. A large asteroid on the right side juts out into the field, partially obscuring your view ahead.

Right in front of it is a satellite for you to blast. Do so; you'll collect another hidden LEGO canister.

Continue to fly along the asteroid field until your path is once again blocked by a very large chunk of rock. At the center of the asteroid is an alcove with four targets in it.

Get some bombs from the small asteroids in the area and go into the alcove. Fire when you see the reticle to blow up your targets. After all four targets are gone, a tunnel opens up in the large asteroid for you to travel through.

The tunnel leads you to a large crater in this giant asteroid. Collect the studs on the ground, then fly into the giant hole on the surface. That was no cave you just flew into—it was a space worm!

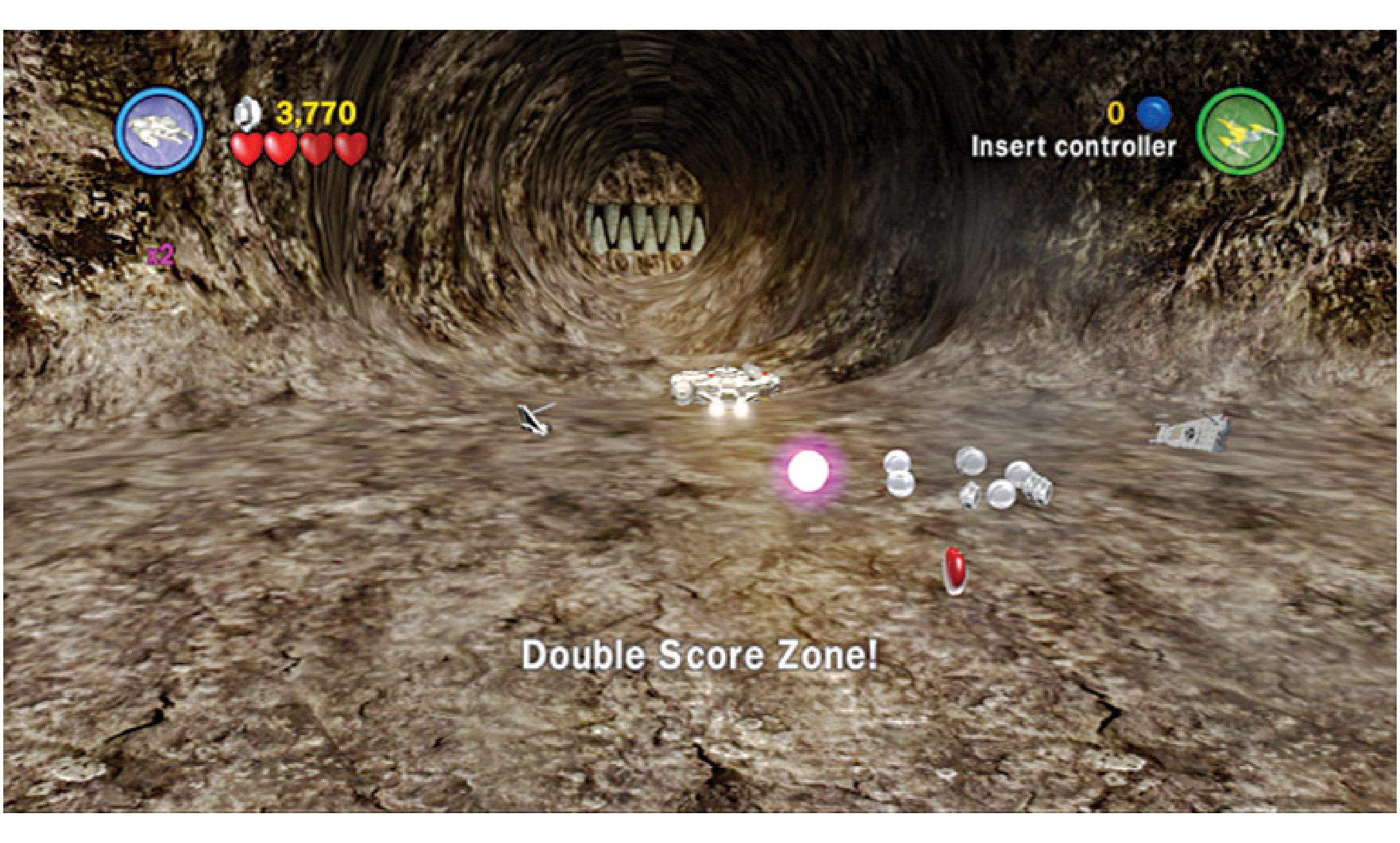
And it just closed its mouth behind you, so keep flying forward. When you get to the bottom of the path and can't go any farther, shoot all the junk on the ground to uncover hidden studs and bombs to collect.

Shoot the container on the right side to add a LEGO container to your stash. After you clean out the bottom area, the worm unclenches its teeth, so you can race back out of this worm to the crater.

Along the large crater floor you'll find two targets to hit. Fire your bombs when a reticle appears over them. After they explode, collect the valuable studs and a LEGO canister that appear in each.

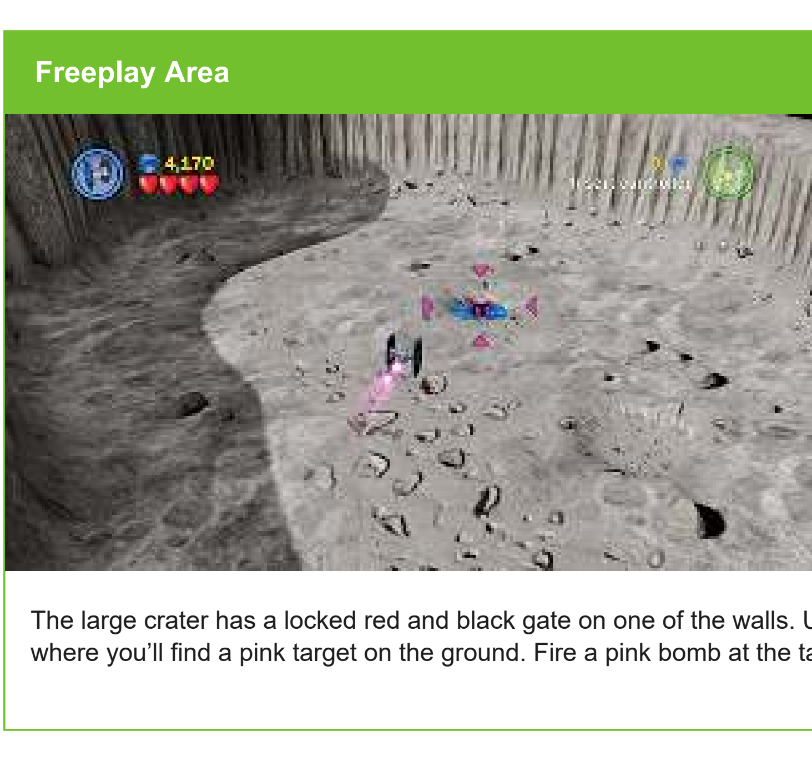
One of the side walls of the crater has a tunnel blocked with rubble. Luckily, the rubble has some targets on it at which you can fire your bombs.

When you run out of bombs, fly back into the worm and shoot the debris inside to pick up three more bombs. Return to the surface and shoot the remaining targets to unblock the tunnel and fly inside.



This worm's previous meals provide you with lots of good stuff.

Freeplay Area

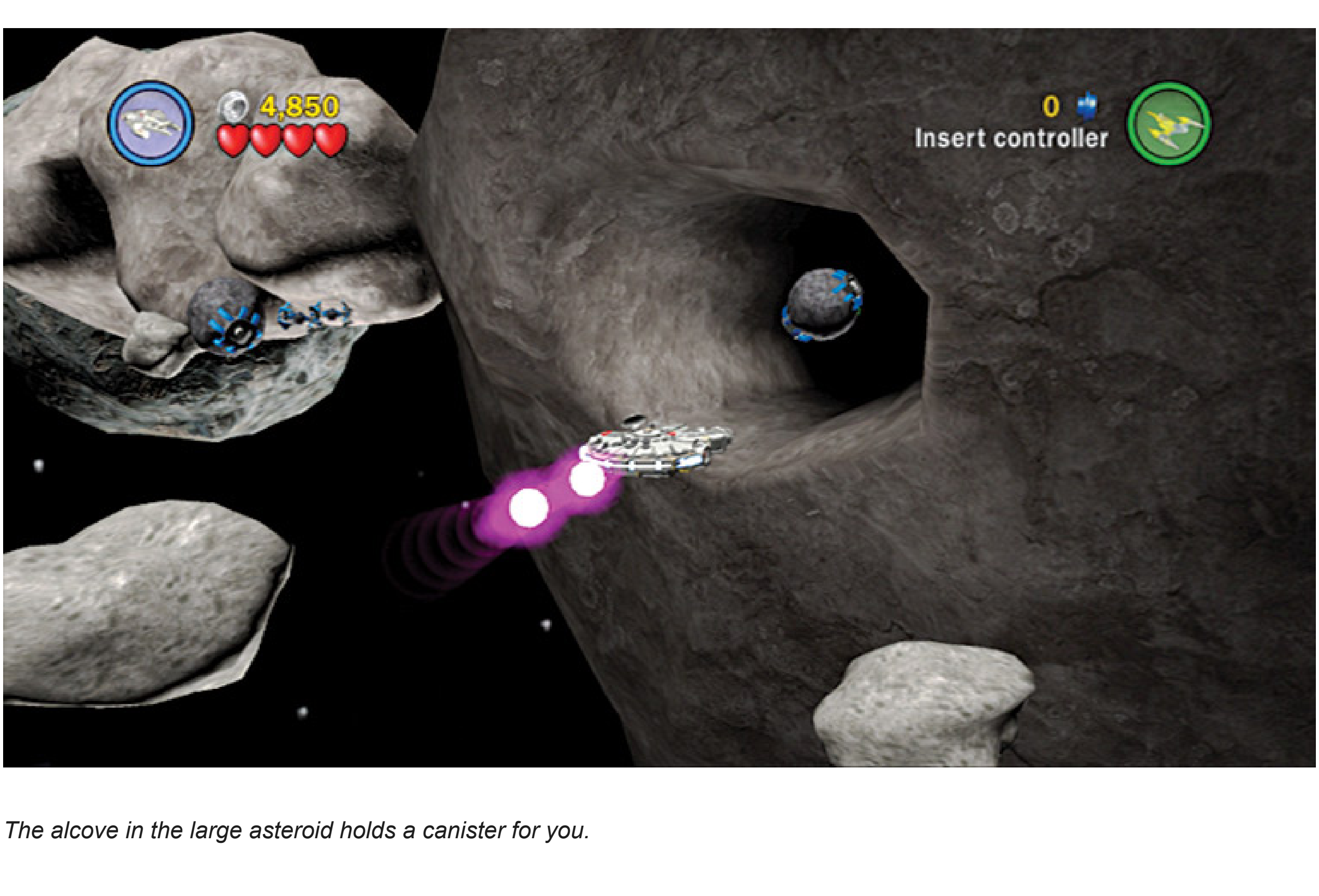


The large crater has a locked red and black gate on one of the walls. Use a TIE fighter to open the gate and fly inside, where you'll find a pink target on the ground. Fire a pink bomb at the target to get a LEGO canister.

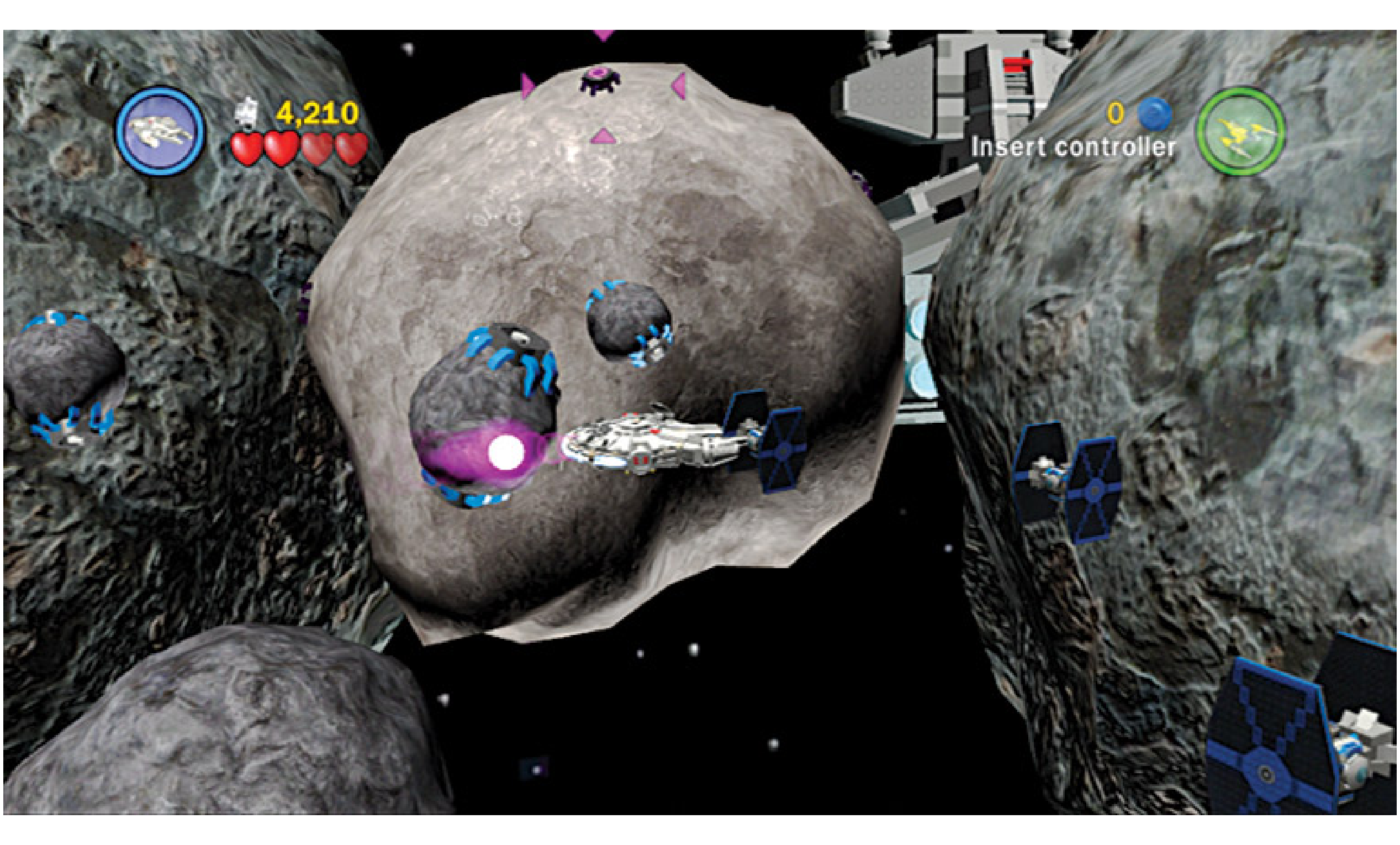
The tunnel out of the crater leads your craft back into space toward more asteroids and enemy ships. Fly the *Falcon* to the large asteroid on the right and fire into the alcove on its side to find another LEGO canister.

At the end of the asteroid field is a larger asteroid with pink targets on it. Shoot the smaller asteroids in the area to collect some pink bombs, then fire them at the pink targets when you get close.

Destroy all the targets on the large asteroid and the rock explodes. With your path clear, head out into open space toward the Star Destroyer waiting for you.



The alcove in the large asteroid holds a canister for you.

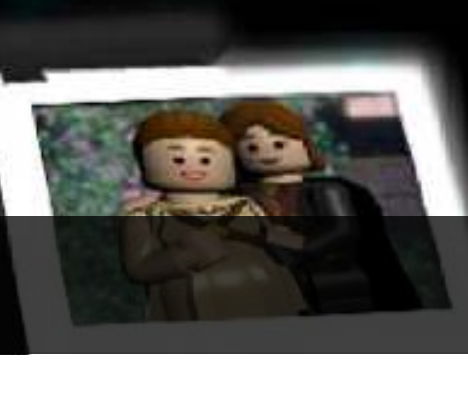


Shoot some bombs at the targets on the large asteroid to blow it to rubble.

Tip

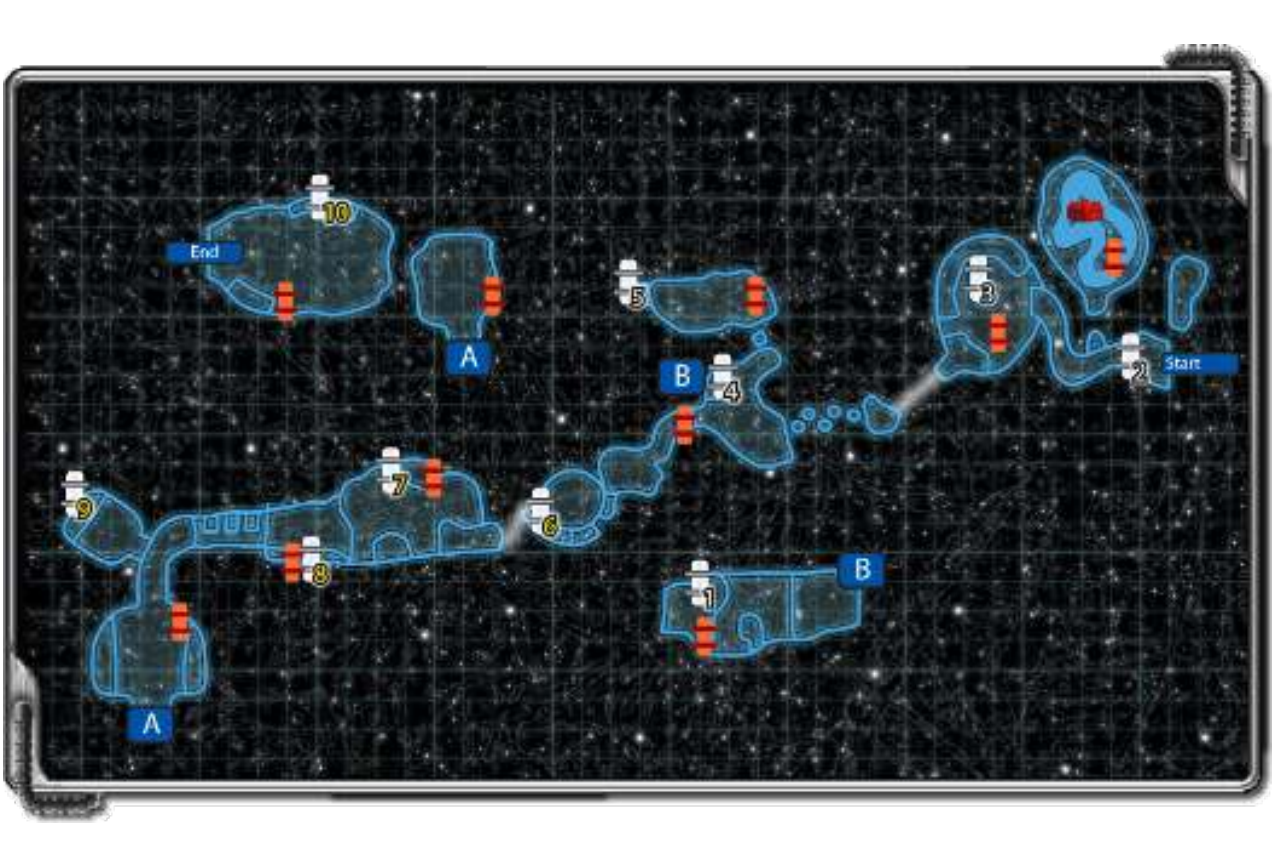
If you don't have enough studs to become a True Jedi yet, stay in the final asteroid area after you blow up the asteroid blocking your way out.

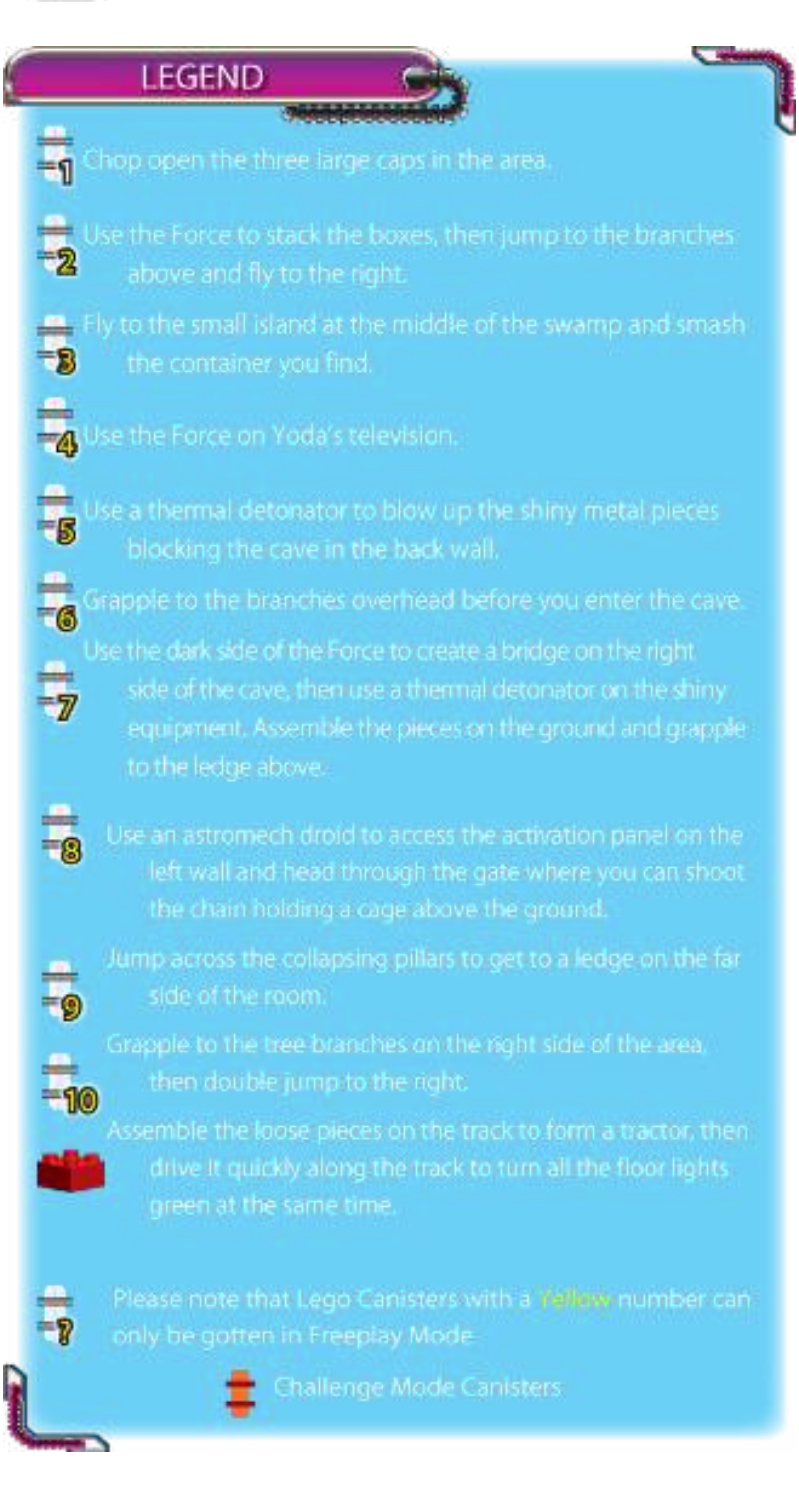
Continue to blast all the small asteroids and collect the studs that spill out. Once you have enough to be a True Jedi, you can escape the field



Episode V: The Empire Strikes Back

Chapter 4: Dagobah





LEGEND

1 Chop open the three large caps in the area.

2 Use the Force to stack the boxes, then jump to the branches above and fly to the right.

3 Fly to the small island at the middle of the swamp and smash the container you find.

4 Use the Force on Yoda's television.

5 Use a thermal detonator to blow up the shiny metal pieces blocking the cave in the back wall.

6 Grapple to the branches overhead before you enter the cave.

7 Use the dark side of the Force to create a bridge on the right side of the cave, then use a thermal detonator on the shiny equipment. Assemble the pieces on the ground and grapple to the ledge above.

8 Use an astromech droid to access the activation panel on the left wall and head through the gate where you can shoot the chain holding a cage above the ground.

9 Jump across the collapsing pillars to get to a ledge on the far side of the room.

10 Grapple to the tree branches on the right side of the area, then double jump to the right.

Assemble the loose pieces on the track to form a tractor, then drive it quickly along the track to turn all the floor lights green at the same time.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

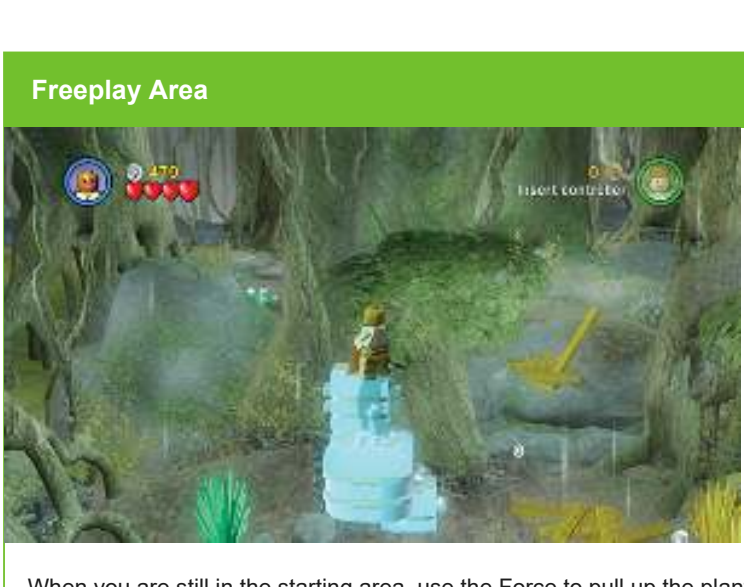
One minute you're hanging around with your friends and the next minute the form of Obi-Wan Kenobi tells you to go to Dagobah to find Yoda. Ben forgot to mention that Dagobah was nothing but swamp with no place to land safely.

At least no one got hurt, and since you're not going anywhere anytime soon, you had better go find Yoda the Jedi Master.

Since Dagobah is just a swamp, plenty of plants grow here. Shoot the tall spiky ones and collect the studs that spill out. Only R2 can take a dip in the swamp behind you, so fly over the swamp to the right.

There you find an island covered in valuable studs. After you've collected them all, head back to your starting location. Go north and assemble the loose LEGOs to form some ramps leading up and over the boulders.

Freeplay Area



When you are still in the starting area, use the Force to pull up the plants growing in the mud. Use the Force to uproot any similar plants that you see along your Dagobah adventure.

Next, use the Force to stack the three boxes you see lying around the swamp. Jump to the top box, then onto the tree branches above them.

Switch to R2-D2 and fly to the right to land on some more branches. Add a LEGO canister to your collection.

Follow the path over the rocks until you get to the next trail. Ahead, black bats are flying in the air above the trail, so blast them before they swoop down on you and take away your health.

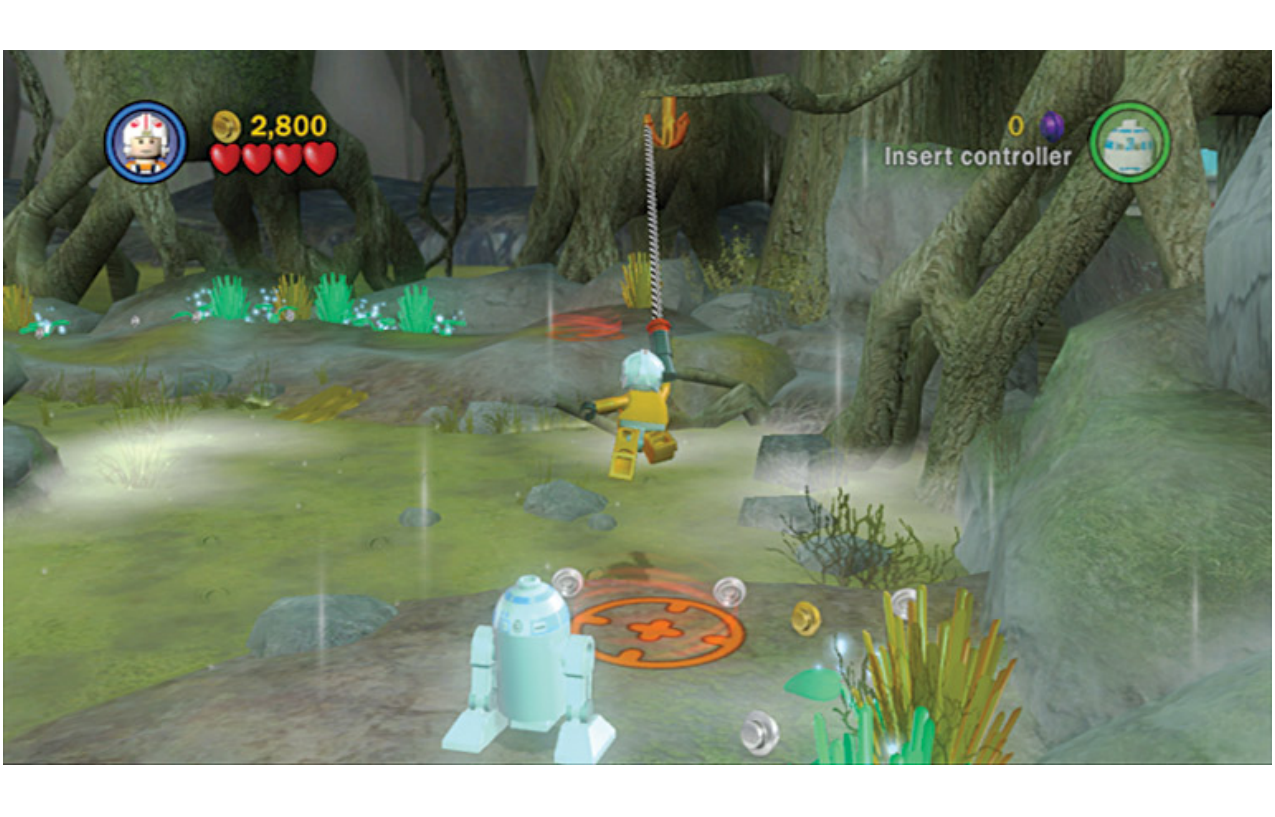
Follow the trail while smashing the spiky plants as you go. Be sure to grab all the studs on the ground before moving on. The path curves around to the right where you can see another watery part of the swamp.

Shoot the plants and the bats in the area and collect any loot on the ground. As you do so, a giant snake slithers out of the water. Start shooting it as soon as you see it; the snake requires many shots to take it down.

A spiky plant along the water's edge has a red circle swirl hidden under it. After the plant is gone, use your ascension gun to swing over the water to the trail on the other side.

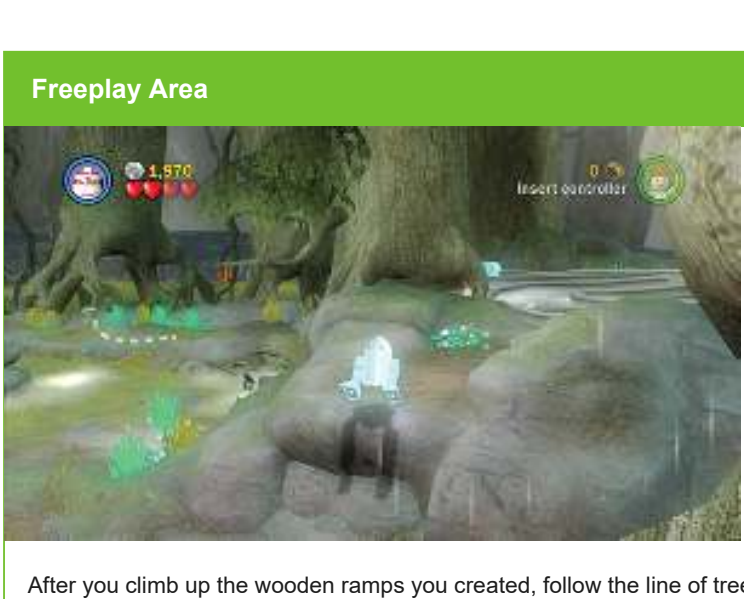
There, you'll find more plants to shoot and more studs to pick up. Continue to follow the path as it leads to the left until a break in the trail stops you. Send R2-D2 to hover across the water to the left and access the activation panel.

This raises a bridge out of the swamp so Luke can get across. Blast the tall spiky plants nearby and follow the trail as it bends to the left under the stone archway.



Because of the dangerous water in the way, Luke must use his ascension gun to swing across.

Freeplay Area



After you climb up the wooden ramps you created, follow the line of trees on the right until you can see some black spiky plants sticking up. Use the dark side of the Force to pull them out of the ground and turn them into compost.

As soon as the plants are destroyed, quickly grab the studs that fall on the ground. Switch to R2-D2 and fly across the chasm to the north.

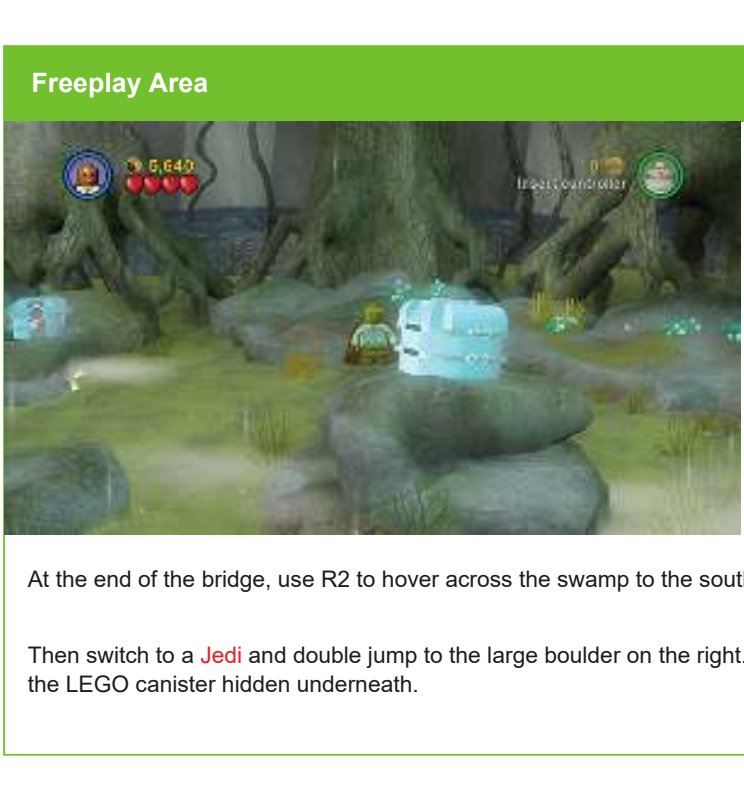
Use the Force to pull some plants out of the ground for some studs, then follow the trail north. At the end of the trail is a racetrack.

Destroy the spiky plants around the track and use the Force to pull out the others to find some hidden loot. Now run around the racetrack until you find a blue container to the left.

Break it open, then assemble the LEGO pieces that spill out. Congratulations, you made a tractor! Hop on and take that tractor for a spin around the track.

Move fast over the red lights on the track to turn them green. When all the lights are green at the same time, a red power brick appears.

Freeplay Area



At the end of the bridge, use R2 to hover across the swamp to the south until he lands on a tiny rock island.

Then switch to a Jedi and double jump to the large boulder on the right. Smash the container on the boulder and grab the LEGO canister hidden underneath.

On the other side of the archway are some loose LEGOs and, surprise, dirty water. Put the LEGOs together to form a red switch on the ground. Step on the switch to make a pillar rise out of the swamp.

The pillar has another red switch. Use R2-D2 to hover out to the pillar and land on the switch. A shorter pillar rises out of the swamp in between the two previous switches.

As you wait, Luke jumps on this new switch, raising yet another pillar and bridge farther out in the swamp. Cross the bridge and step on that red switch. A low pillar rises to the left of the bridge with another red switch.

Roll R2 back onto the bridge and watch as Luke jumps on the new switch. This raises one more pillar out of the swamp to the north. Now Luke and R2 can safely make it across the swamp to Yoda's hut.

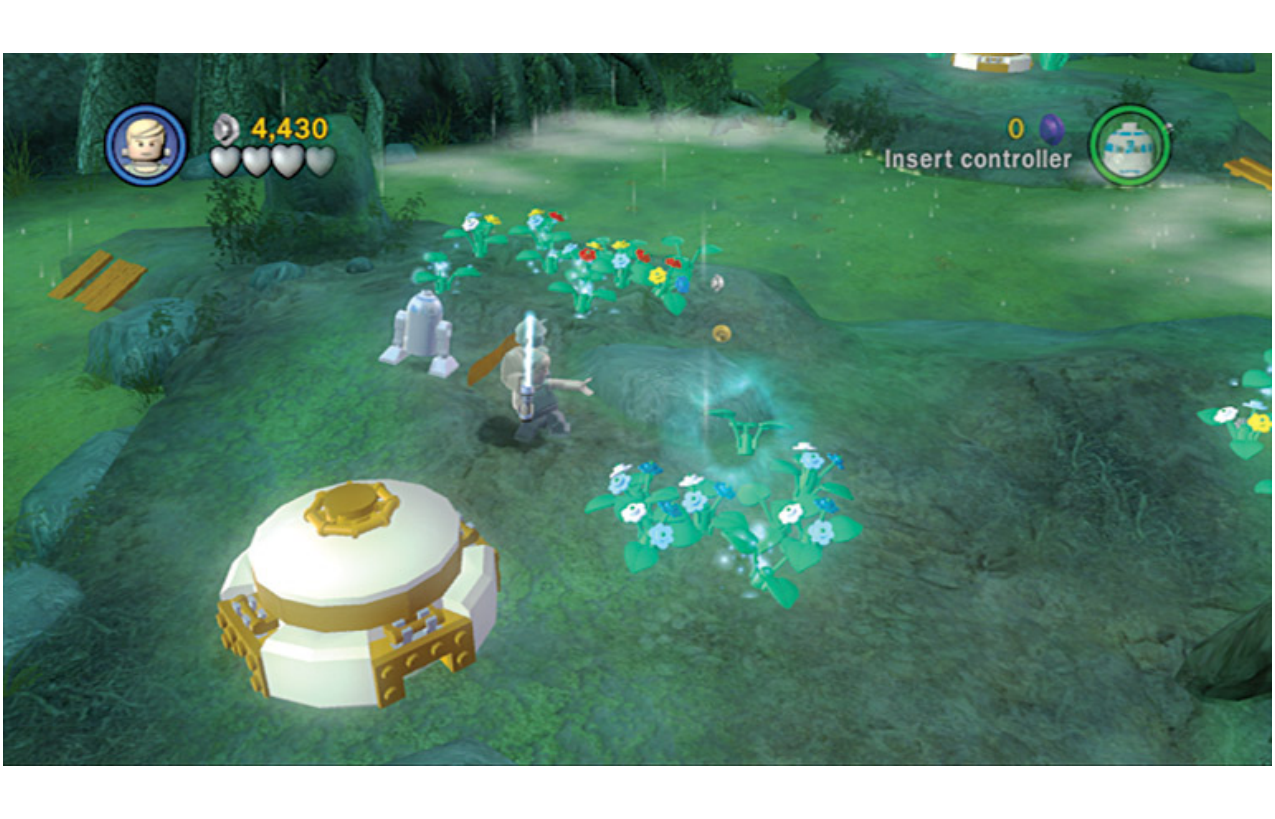
Before now, all Luke had to defend himself with was his blaster. Learning the ways of the Force will make him even more powerful. And with a powerful Jedi like Yoda training him, Luke should be able to learn to master the Force in no time.

Hopefully he won't let all that power go to his head. As a Jedi, Luke will no longer be using his blaster because Jedi Knights only use the lightsaber.

Because you are a Jedi in training, your powers are still weak. To fully use the Force you need Yoda's help, and for him to give it, he needs to ride along on your back.

With Yoda firmly settled on your back, hack at the large cap on the ground until it opens. You have opened one of three caps around the area that lead to a surprise.

Unfortunately, you also let out a lot of bloodthirsty bats, so chop them to bits with your new lightsaber.



Why must Yoda ride on your back for the training? Don't ask questions: He's the Jedi Master.

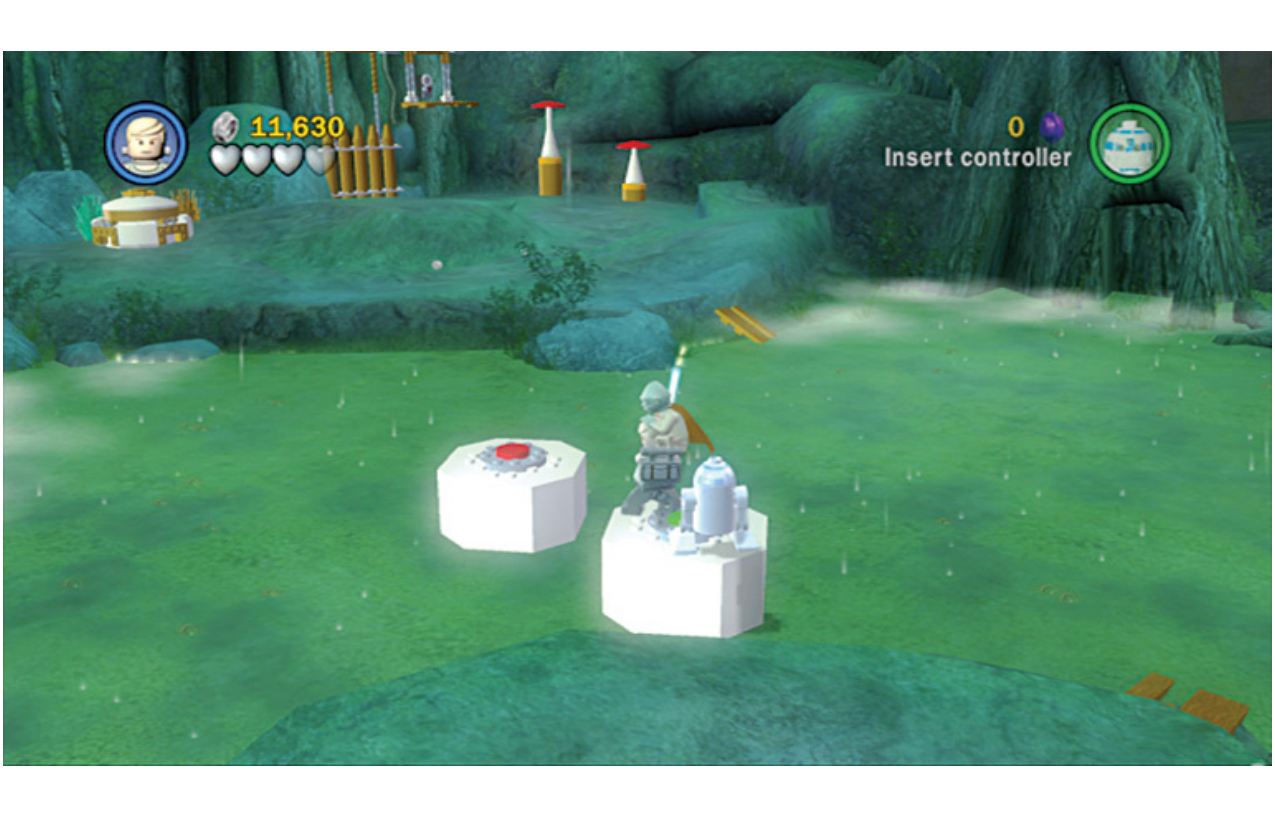
A few bunches of plants in the area need to be trimmed up. With Yoda's help, use the Force to pull up some of the plants from the ground. Plants that can't be manipulated using the Force must be hacked apart with your lightsaber.

Under each bunch of plants are some boards. Use the Force to move all three groups of boards into the swamp to form a bridge that you can cross.

The bridge leads to a small island with some spiky plants for you to chop up. Collect the loot on the ground, then hack at the giant cap on the ground until you open the area's second cap.

Back up, and when the bats swarm out, hack them to pieces with your lightsaber. Jump on the small platform in the swamp to the north and step on the red switch on top.

This causes another platform to rise out of the water in front of you. Continue to move from platform to platform (as you raise them out of the swamp using the Force) until you get to the other side.



Use the Force to lift the platforms out of the water so that you can cross the swamp.

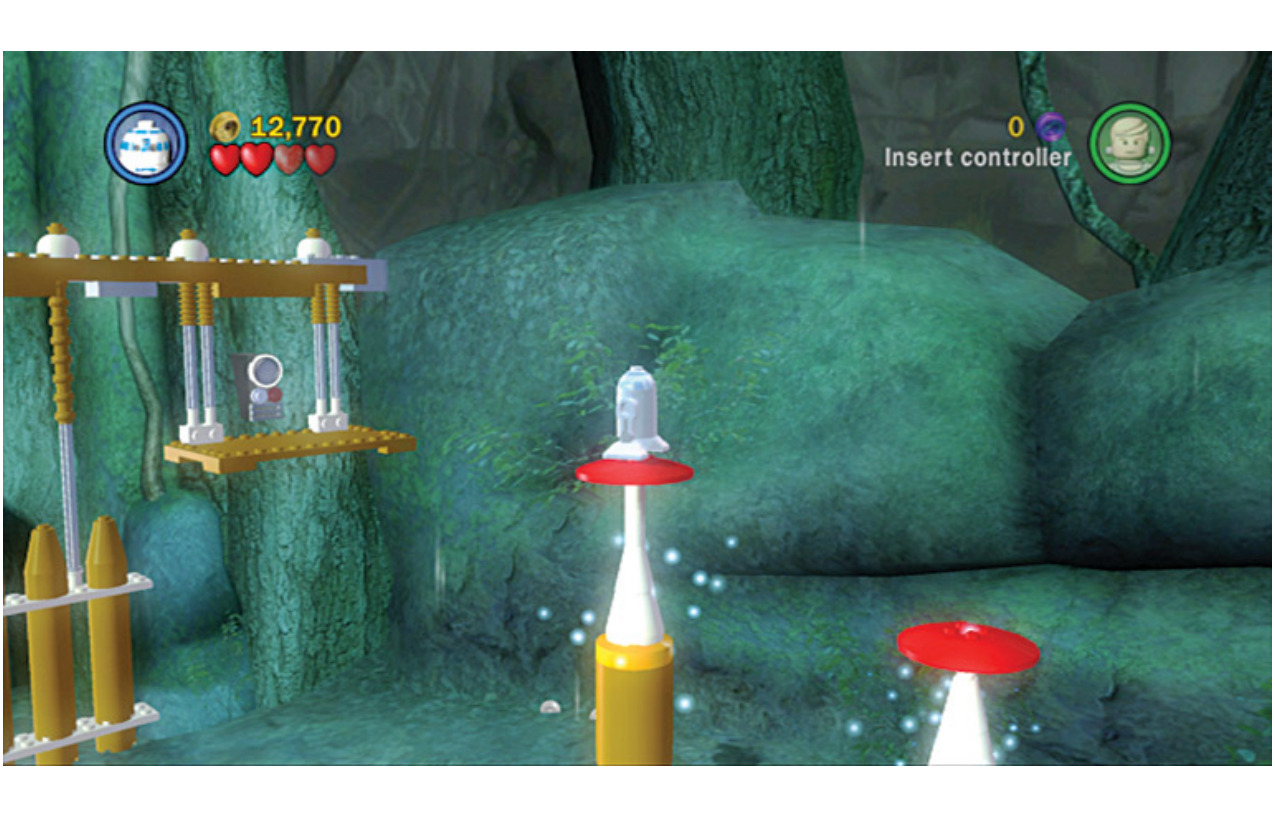
When you get to solid ground again, chop at the giant cap on the ground to the left. This is the third and final one you need to open. After you do so, a LEGO canister appears in the air to the right.

Collect the canister and chop up the bats that fly out of the open cap. Wipe out the plants in the area and collect the studs on the ground as you move to the right.

Run to the right side of the clearing where you can see two large mushrooms. Use the Force to lower the smaller mushroom and then the taller one. Switch to R2-D2, then roll onto the cap of the smaller 'shroom.

After a while, it rises back into the air. From there, fly to the left and land on the top of the taller mushroom.

Wait for it to rise into the air, then fly to the platform on the left, where R2 can access an activation panel. After he activates the controls, the gate in the wall opens up and you can pass through.



Help R2-D2 get to the controls so that he can open the gate for you.

Yoda is quite the teacher. Luke is fast on his way to becoming a True Jedi and can already use the Force on his own without always having Yoda on his back.

When you get to the new area through the gate, use the Force to smash a rock near the cave for some studs, then follow the dirt trail south. You'll come back to this area in a little while.

On your way south, smash all the spiky plants that you see and collect the studs on the ground. Collect the blue stud at the end of the trail. Then jump down to the ground below to find yourself back at the area near Yoda's hut.

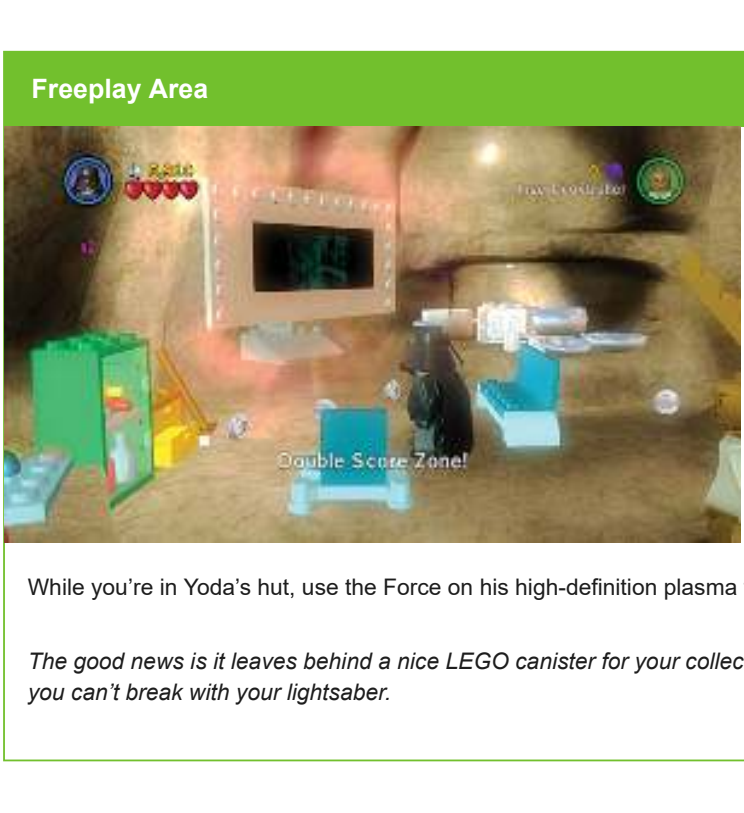
Use the Force on the plants in the area to pull them out of the ground. Collect the studs hidden underneath them. Hack apart with your weapon any plants that aren't affected by the Force.

Now, use the Force to stack three stones in the center of the area. Jump to the top, then double jump in the air to grab a valuable blue stud.

Use the Force again on Yoda's dwelling to pull some LEGOs off the sides and turn them into a step in front of the ledge from which you came.

Go into Yoda's place because he has some valuable studs lying around his pad. Grab them, smash the rest of his stuff, then return to the swamp.

Freeplay Area



While you're in Yoda's hut, use the Force on his high-definition plasma television to turn it into junk.

The good news is it leaves behind a nice LEGO canister for your collection. Use thermal detonators to destroy anything you can't break with your lightsaber.

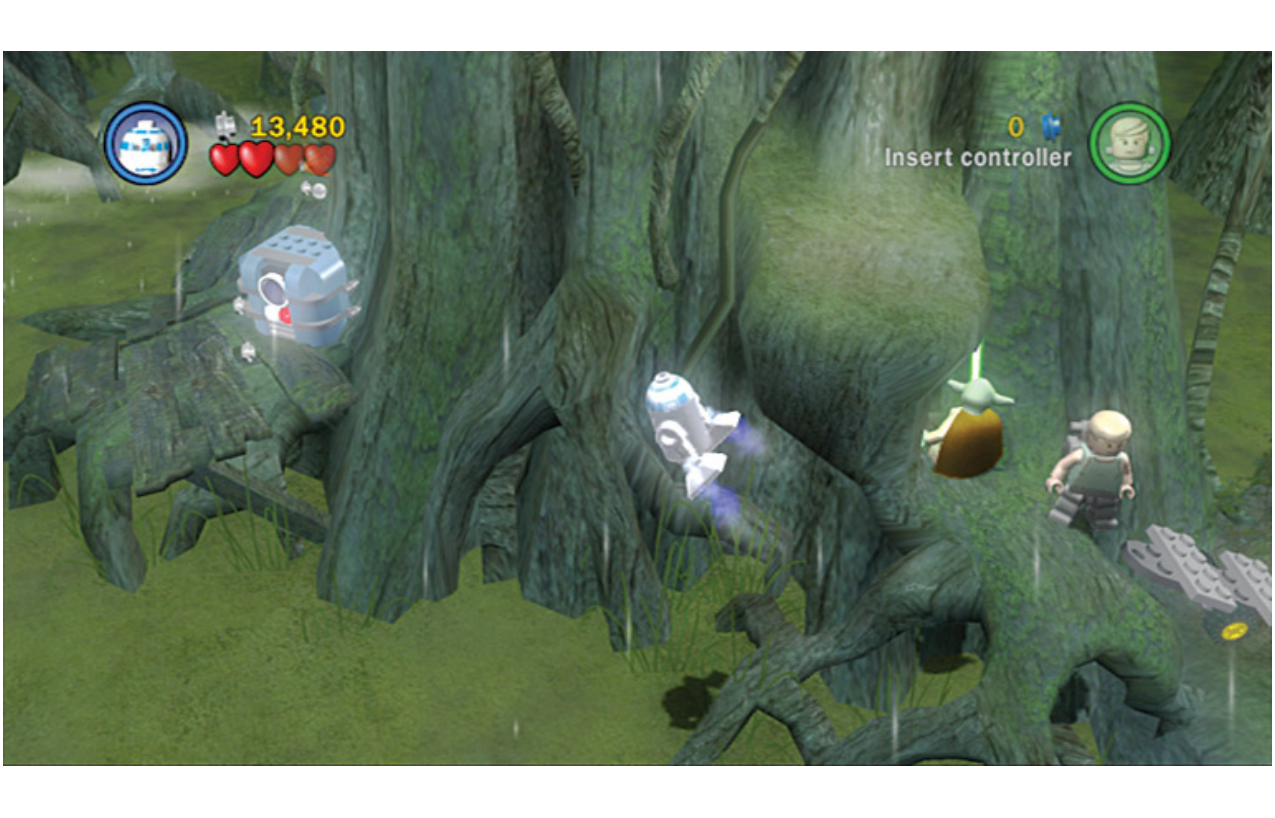
Outside the hut, run to the right and use the Force to pull up more plants. Congratulations! You found the parts to an old bike. Follow the muddy trail to the right until you find more swamp water.

You can't do anything else here for now, so backtrack the way you came and use the step you made from pieces of Yoda's house to return to the high ledge from which you came.

Follow the narrow path that leads back to the north. This takes you back to the area beyond the gate that R2 unlocked earlier. Head north and use the Force to pull a tractor and a cart out of the swamp.

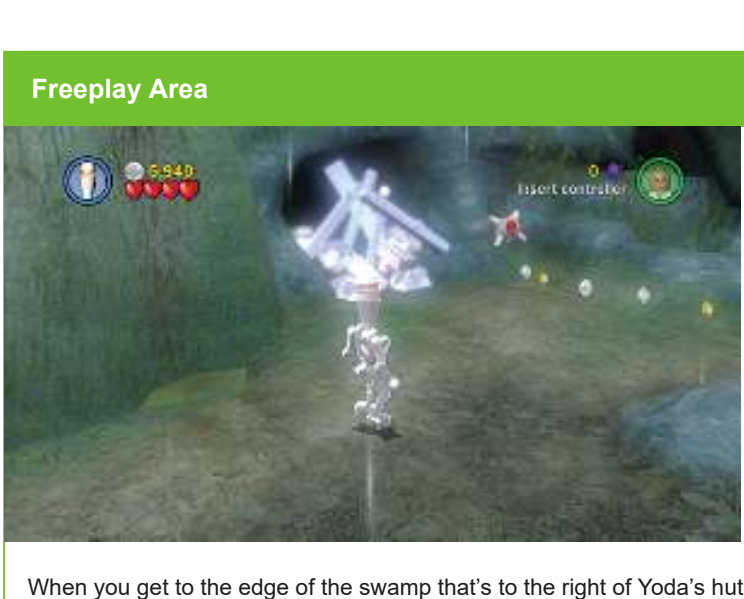
Use the Force again to turn that cart into a ramp to the north. Steer R2-D2 up the ramp you just made. From there, have him hover around the tree through the air to the left until he lands on an old wooden dock.

Access the activation panel to make a platform rise from the swamp behind you, allowing Luke and Yoda to follow you. Jump along the roots of the trees to the left until you get to a cave in the hillside. Go inside.



Use R2-D2 to hover around the tree where Luke and Yoda can't go.

Freeplay Area

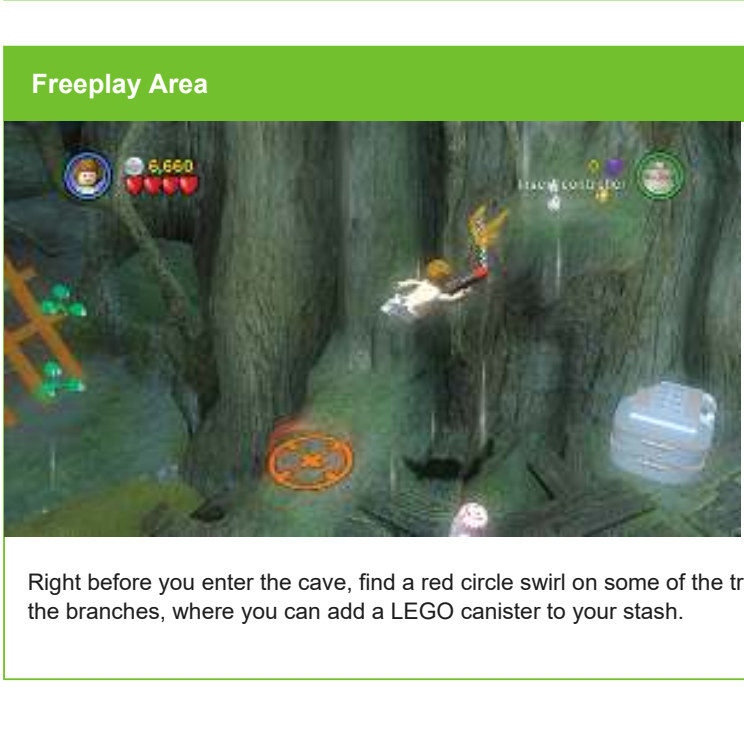


When you get to the edge of the swamp that's to the right of Yoda's hut, use the dark side of the Force to break the crate at the water's edge. Assemble the remaining loose pieces to create a raft on the water.

Switch to R2 and fly to the raft until it takes you to the shore in the distance. When you get back to solid ground, collect the studs on the ground.

Use a thermal detonator to destroy some large LEGO bricks in the back of the area and uncover a hidden LEGO canister for your collection.

Freeplay Area



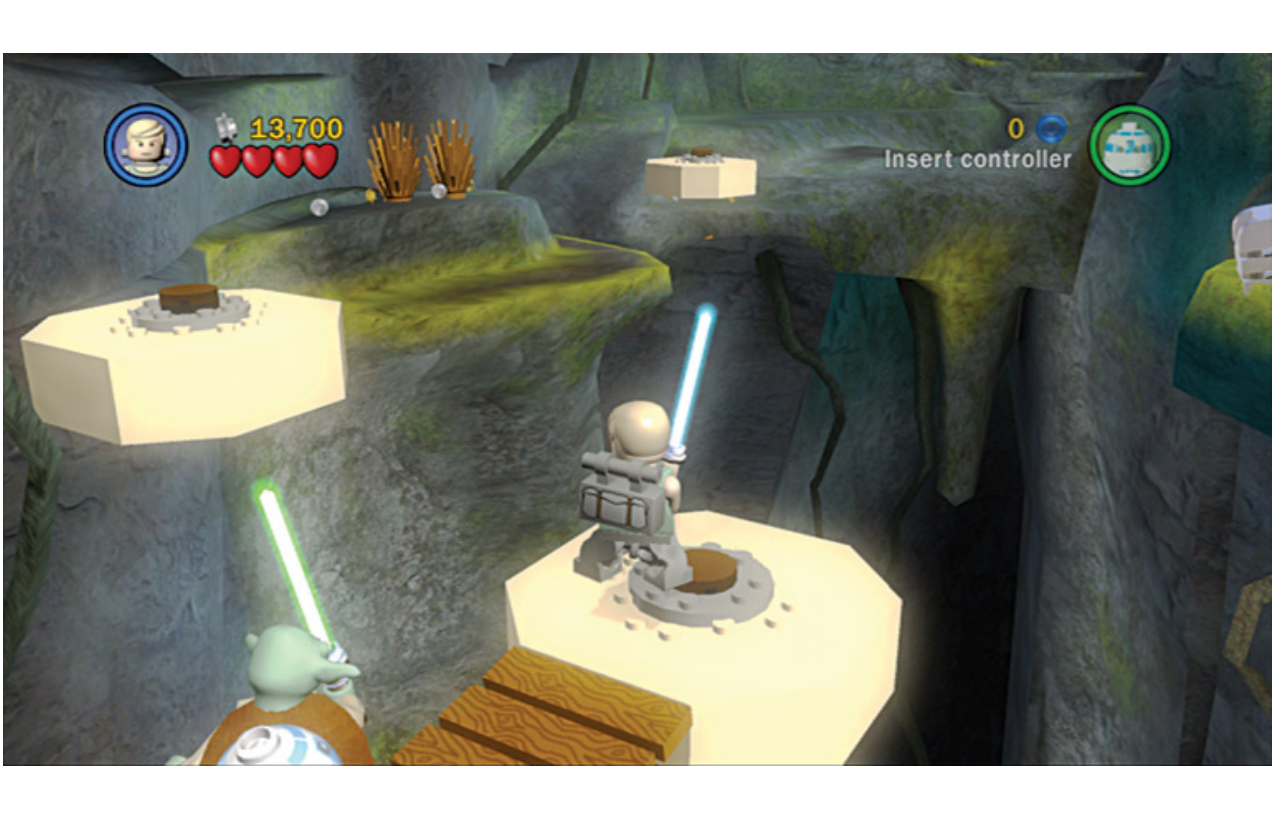
Right before you enter the cave, find a red circle swirl on some of the tree roots. Use your ascension gun to grapple into the branches, where you can add a LEGO canister to your stash.

The cave might be dark and scary, but you're a Jedi now so you should have nothing to fear. Follow the narrow path along the left side of the cave. When the trail ends at the deep, dark chasm, you find a platform floating in front of you.

Double jump to the platform to lower it, and from there, double jump again to the next one floating nearby. From the second platform, jump to a ledge along the left wall. Chop up the plants to uncover a hidden red circle swirl.

Because you can't use the circle swirl, jump to the next platform ahead and then onto the next part of the rocky trail. Follow the trail until you get to another dangerous chasm. Use R2 to hover to the wooden platform to the north.

Hover from platform to platform to get across and Luke and Yoda will join you. Follow the trail up as it heads north until you reach the top.



Carefully jump from platform to platform to get to the other side.

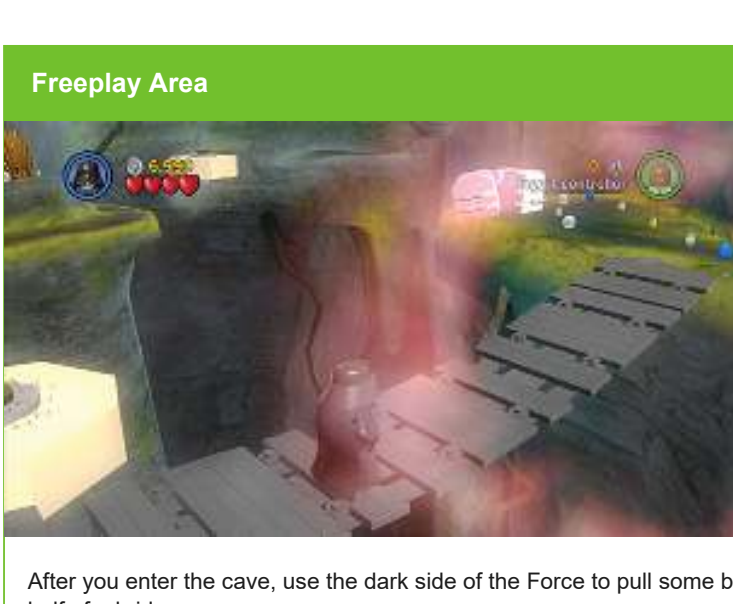
Tip

You can tell when it is safe for R2-D2 to land on something because you can see his shadow below him.

Caution

Be careful not to fall off the sides of the trail and into the dark chasm or you'll be dead in an instant.

Freeplay Area



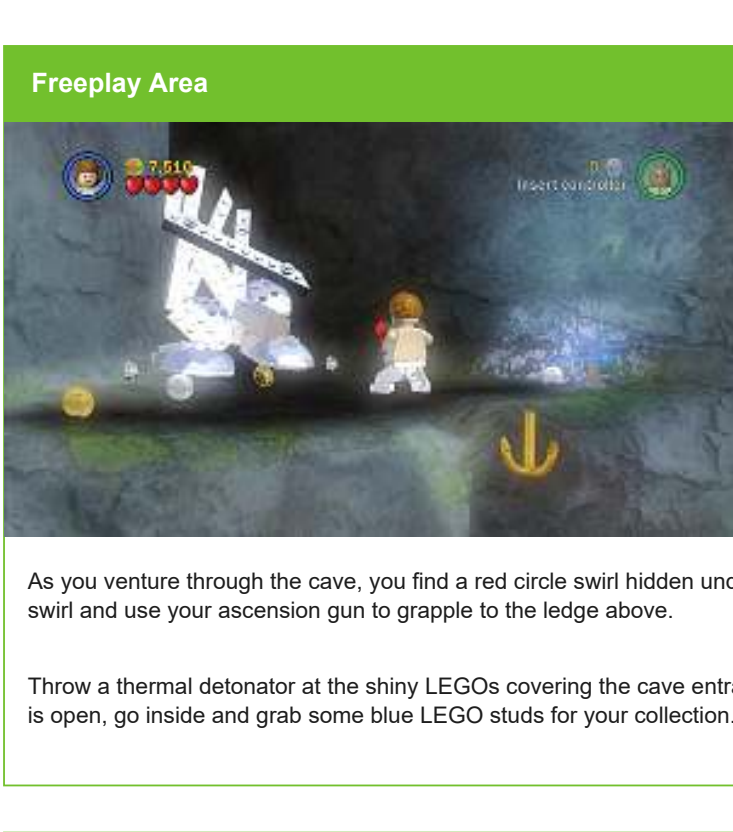
After you enter the cave, use the dark side of the Force to pull some black LEGO pieces from the chasm nearby to form half of a bridge.

Run to the edge of the partially completed project and use the dark side of the Force to pull some black LEGO pieces from the ledge across the gap to complete the bridge.

Cross the bridge to the ledge along the cave's right side and grab the goodies on the ground. Toss a thermal detonator at the pile of shiny metal equipment to reveal some loose LEGOs.

Put the LEGOs together to create a red circle swirl pad. Stand on the pad and grapple to a smaller ledge in the cliff wall above. There, add a LEGO canister to your stash.

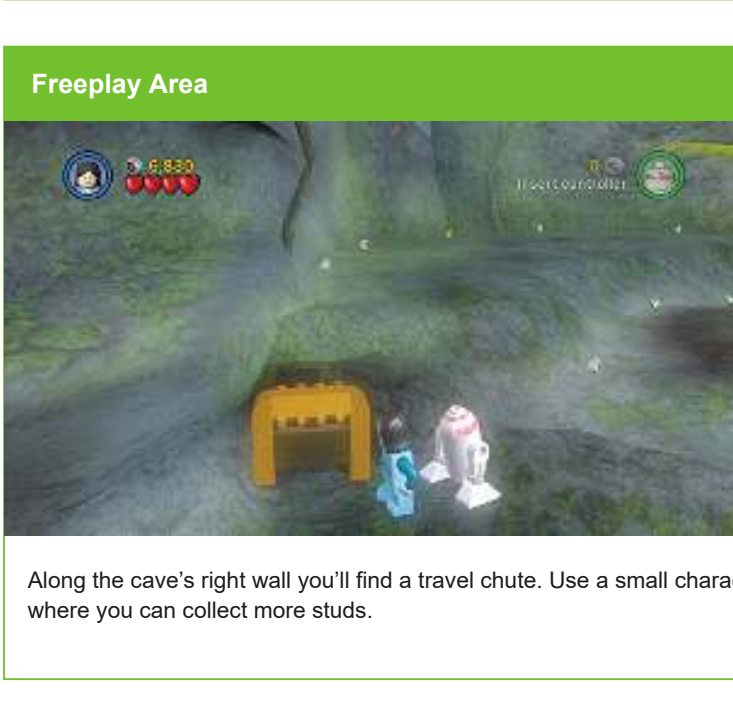
Freeplay Area



As you venture through the cave, you find a red circle swirl hidden under some plants along the right wall. Stand on the swirl and use your ascension gun to grapple to the ledge above.

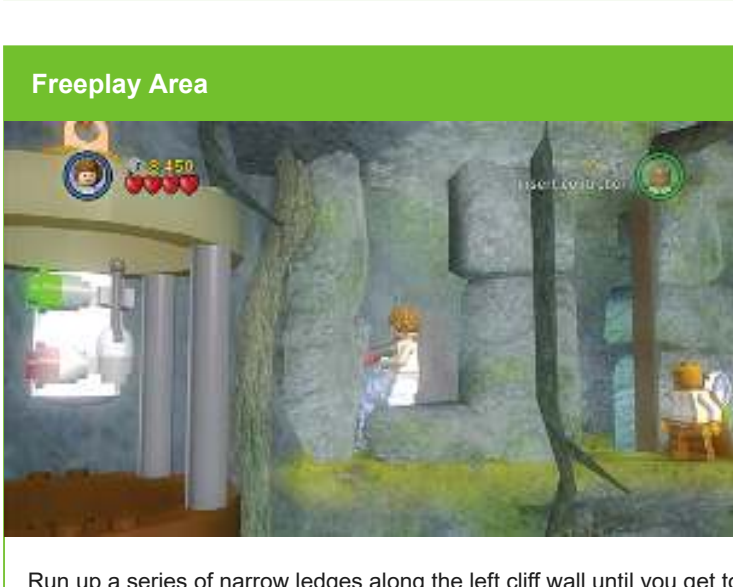
Throw a thermal detonator at the shiny LEGOs covering the cave entrance up there to break them apart. Once the cave is open, go inside and grab some blue LEGO studs for your collection.

Freeplay Area



Along the cave's right wall you'll find a travel chute. Use a small character and go inside. This takes you to a ledge above where you can collect more studs.

Freeplay Area



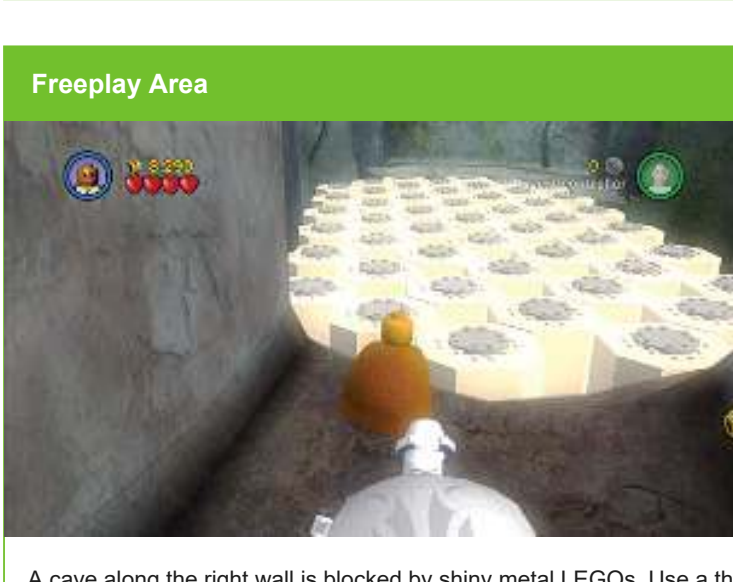
Run up a series of narrow ledges along the left cliff wall until you get to the top. Switch to R2-D2 and access the activation panel to open the gate nearby. Head through the open gate and blast the small cage hanging to the south.

The chain holding the cage breaks, and the cage falls to the ground and breaks apart. Drop down to the floor and pick up the LEGO canister that was inside.

Head back up the narrow ledges, but stop when you get back to the ledge that is farthest north. Now double jump to a ledge on the right and grab the loot on the ground.

Double jump from ledge to ledge as you head north through the cave, grabbing all the studs that you find along the way.

Freeplay Area



A cave along the right wall is blocked by shiny metal LEGOs. Use a thermal detonator to break them apart and go into the cave. The middle of the large cave floor is covered with pillars that collapse shortly after you touch them.

You'll be safe as long as you move quickly and don't stop. Double jump across the left side of the room, moving from pillar to pillar until you get to solid ground on the cave's north side.

There, collect a LEGO canister and more studs. Now double jump back along the room's right side until you get to the cave entrance and solid ground.

That trail leads you to...Vader! What is he doing here? When Vader rushes in to get you, grab the power up on the left and jump at him and slash him with your lightsaber.

Quickly get some distance between the two of you, then jump attack him again to send him retreating to a ledge on the left.

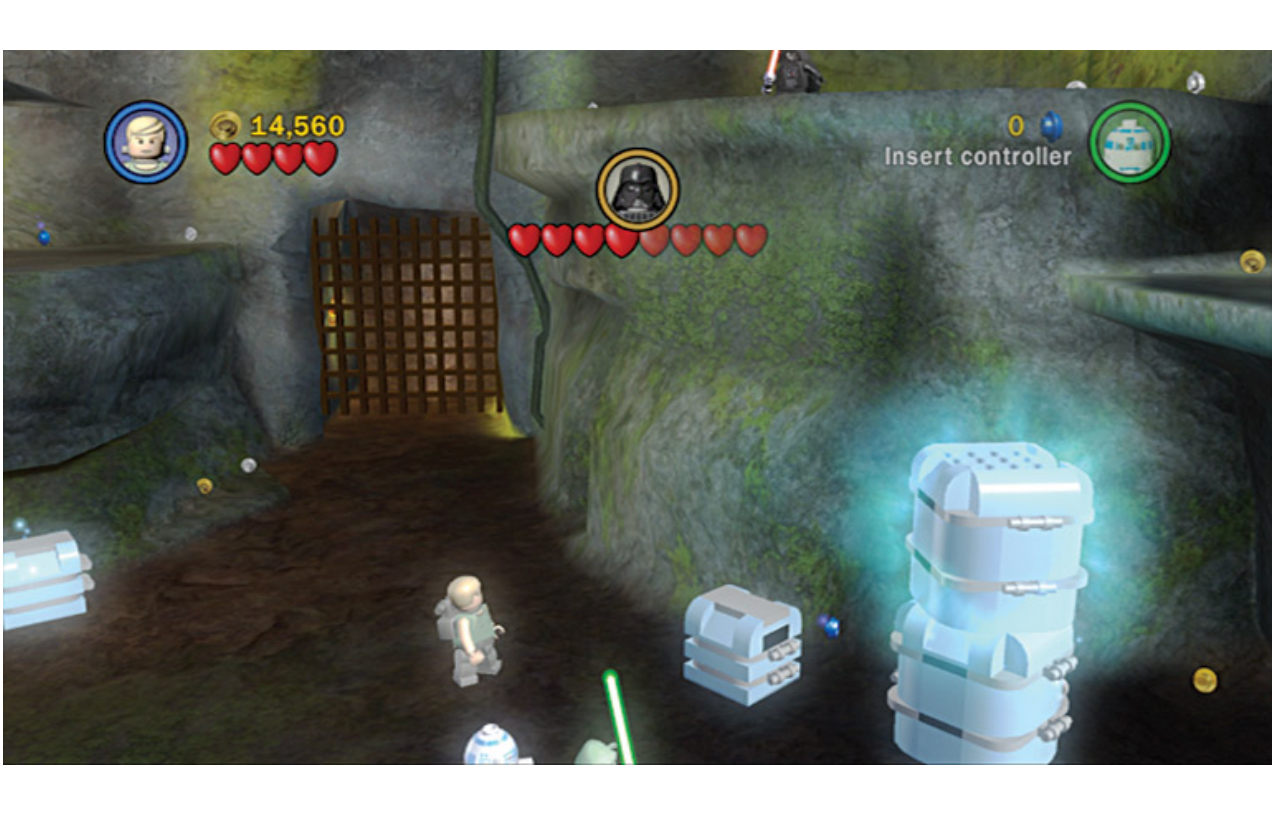
Now that you have some breathing room, assemble the LEGO pieces on the ground into a box. Use the Force to move the three boxes on the room's right side to a spot against the wall to the right.

Jump on one of the boxes on the left. Yoda jumps on the other. As soon as both of you are on boxes, use the Force to raise each other's boxes into the air. The boxes lift you to the ledge above where you can once again fight Vader.

Remember to block his attacks before you take one swing with your lightsaber. Only swing once before blocking again to avoid getting hit. After he takes a couple of hits, Vader flies across the room to a ledge above the right wall.

Climb the boxes you stacked over there and attack Vader until he jumps to the ground. Follow him and keep up your attack.

When he loses all of his health, he disappears and the large gate in the back wall opens up. Collect the studs on the ledge and run through the open gate.



Move the boxes in the area so you can get to Vader as he moves about the room.

The gate brings you back outside to the swamp and to another bat for you to take out. Smash all the spiky plants. A blue stud is hidden behind one growing on the area's right side.

Next, use the Force on the plants in the center of the area to uncover some hidden loot and loose LEGOs. Put the pieces together to create a turnstile. Push on the green side of the turnstile to raise a bridge out of the swamp ahead.

When you get to the other side, use the Force to assemble the loose LEGOs to create a ramp at the end of the bridge so that R2 can cross. Dangerous bats are flying around the sky in this area, so chop them up whenever they get close.

Move to the left after you get off the bridge until you see a large cap on the ground. Use the Force to open all the caps for some studs to collect and bats to fight off. Use the Force to pull some equipment out of the water to the left.

Next, use a thermal detonator to blow that stuff apart and assemble the leftover pieces into a motorcycle. Use another thermal detonator to blow up that sweet ride and run to the ledge to the south.

From there, use R2 to hover across the water to the left and grab some valuable studs on the roots of a nearby tree.

When you get back to dry land, run along the left side of the area until you find two boxes on the ground. Jump onto one and Yoda jumps onto the other. Use the Force to lift his box.

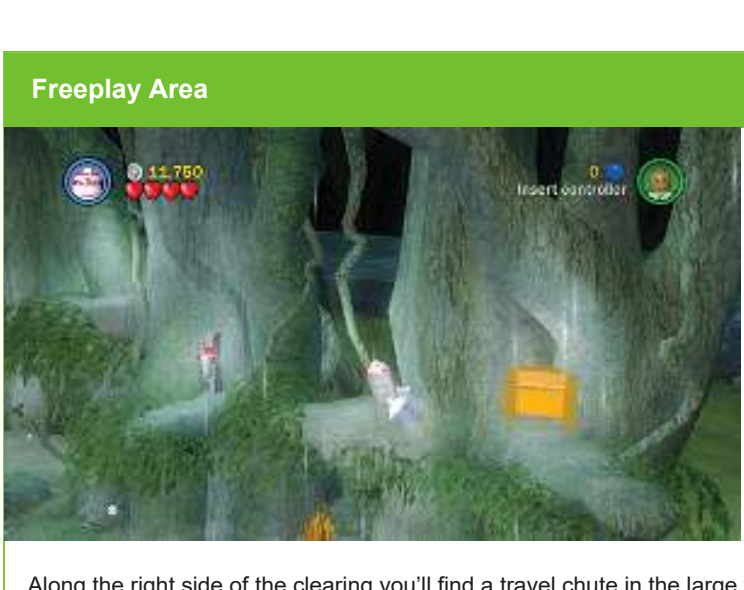
He will do the same to yours until both of you can reach the platform high above you. Jump to the platform above the ground and push the box you find there along the platform until the box falls to the ground and shatters into tiny pieces.

Return to the ground and turn those LEGO pieces into some equipment with an activation panel. Use an astromech droid on the panel and the gate nearby shatters.

Hidden in the swamp to the right are some more LEGOs. Use the Force to pull them out of the water to make a washing machine. Now use the Force to activate the machine, making it shake this way and that until it breaks into a whole lot of LEGOs.

Now, smash all the spiky plants left in the area and collect all the studs on the ground before you run through the open gate. In the swamp beyond the gate is your X-wing. Use the Force to lift it out of the water.

Freeplay Area

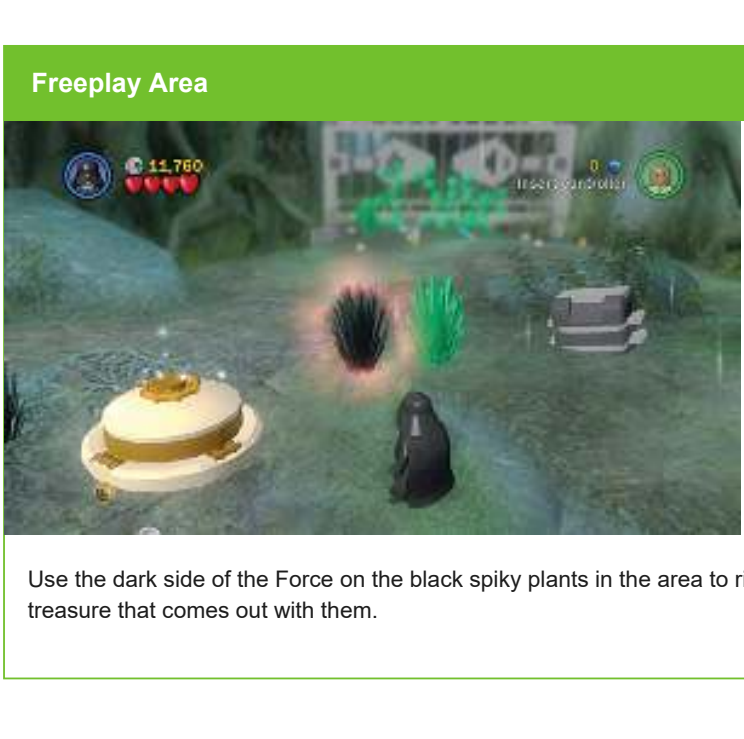


Along the right side of the clearing you'll find a travel chute in the large tree trunk. Switch to a small character and jump inside. The chute takes you to a branch high above you.

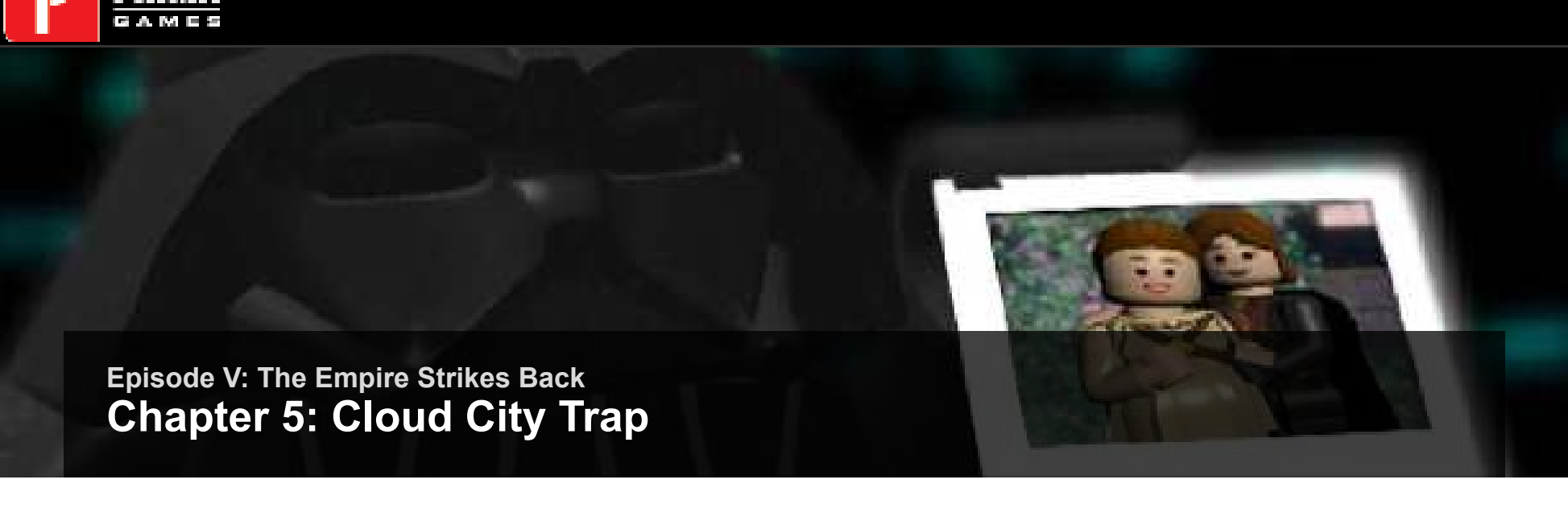
Switch to R2 and fly along the tree branches to the left until you find a lever. Pull the lever to make a container on the ground below you break open. Drop to the ground and assemble the loose pieces to create a red circle swirl pad.

Use your ascension gun while standing on the pad to grapple to a tree branch above. After you get there, double jump to the branch on the right to add a LEGO canister to your stash.

Freeplay Area

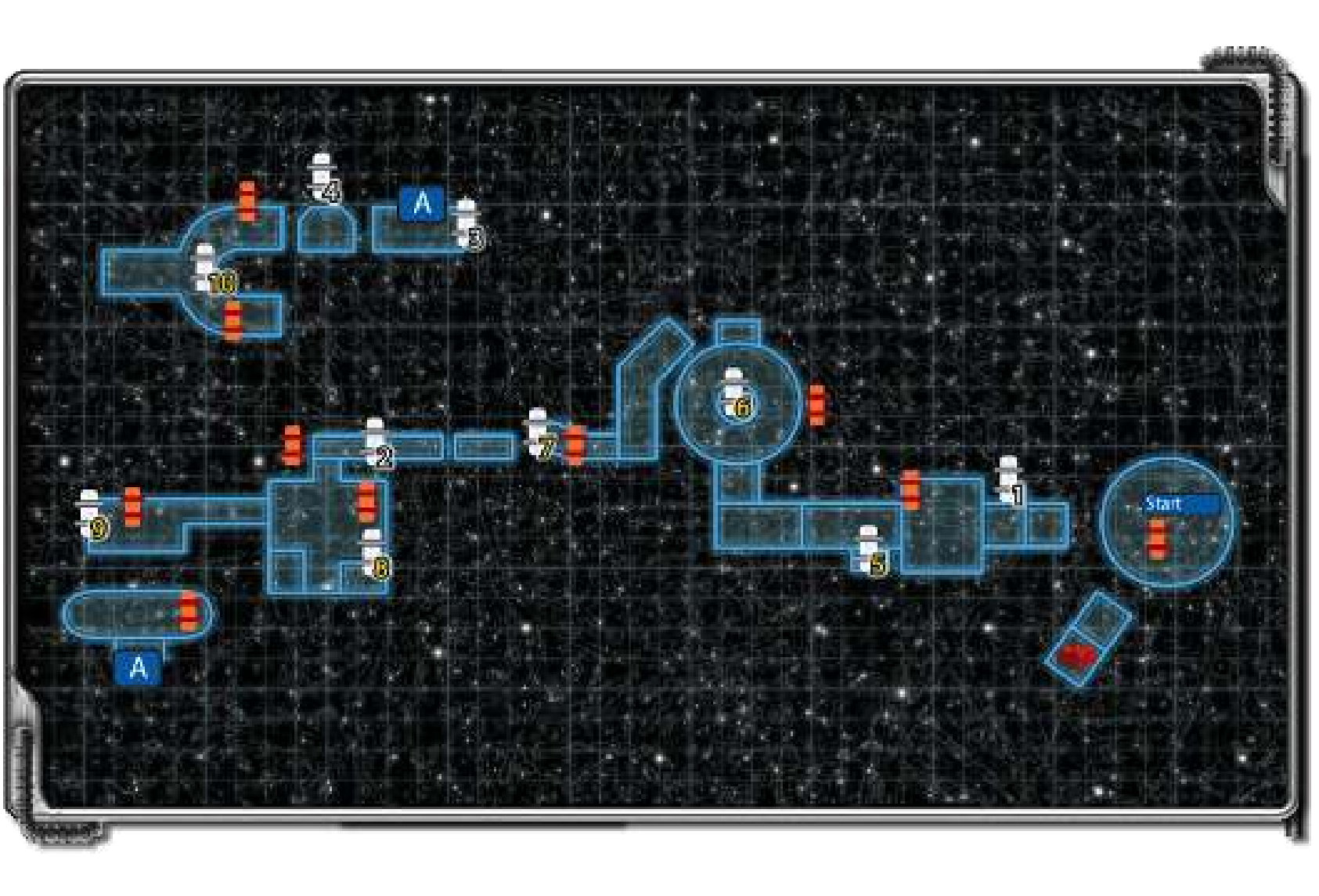


Use the dark side of the Force on the black spiky plants in the area to rip them from the ground. Be sure to grab all the treasure that comes out with them.



Episode V: The Empire Strikes Back

Chapter 5: Cloud City Trap



LEGEND

- 1 Fly around the corner to the right before you leave the landing pad.
- 2 After the gray platform rises up, fly through the air to the left.
- 3 After Vader runs down the walkway to the right, you head left.
- 4 Fly to a small platform to the south.
- 5 Use a bounty hunter to open a door in the left wall.
- 6 Use the crane to drop a stormtrooper in the center hole, then assemble the LEGOs that shoot out.
- 7 Destroy the wall panel with a thermal detonator, then double jump onto the ledge that is left behind.
- 8 Use a small character to move through the wall chute in the back of the room.
- 9 Destroy the small square LEGO piece on the right side of the platform with a thermal detonator.
- 10 Use a stormtrooper to access the activation panel on the wall.
- Use a thermal detonator to destroy the shiny gate across from the landing pad.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

Training with Yoda on Dagobah was going so well, it was a shame Luke had to leave. But he had a vision of his friends in trouble, so there was no way he could stay.

Yoda and Obi-Wan Kenobi are fearful of what might happen to Luke without the proper training. But if Luke survives his attempt to save his friends, he should be back to complete what he started.

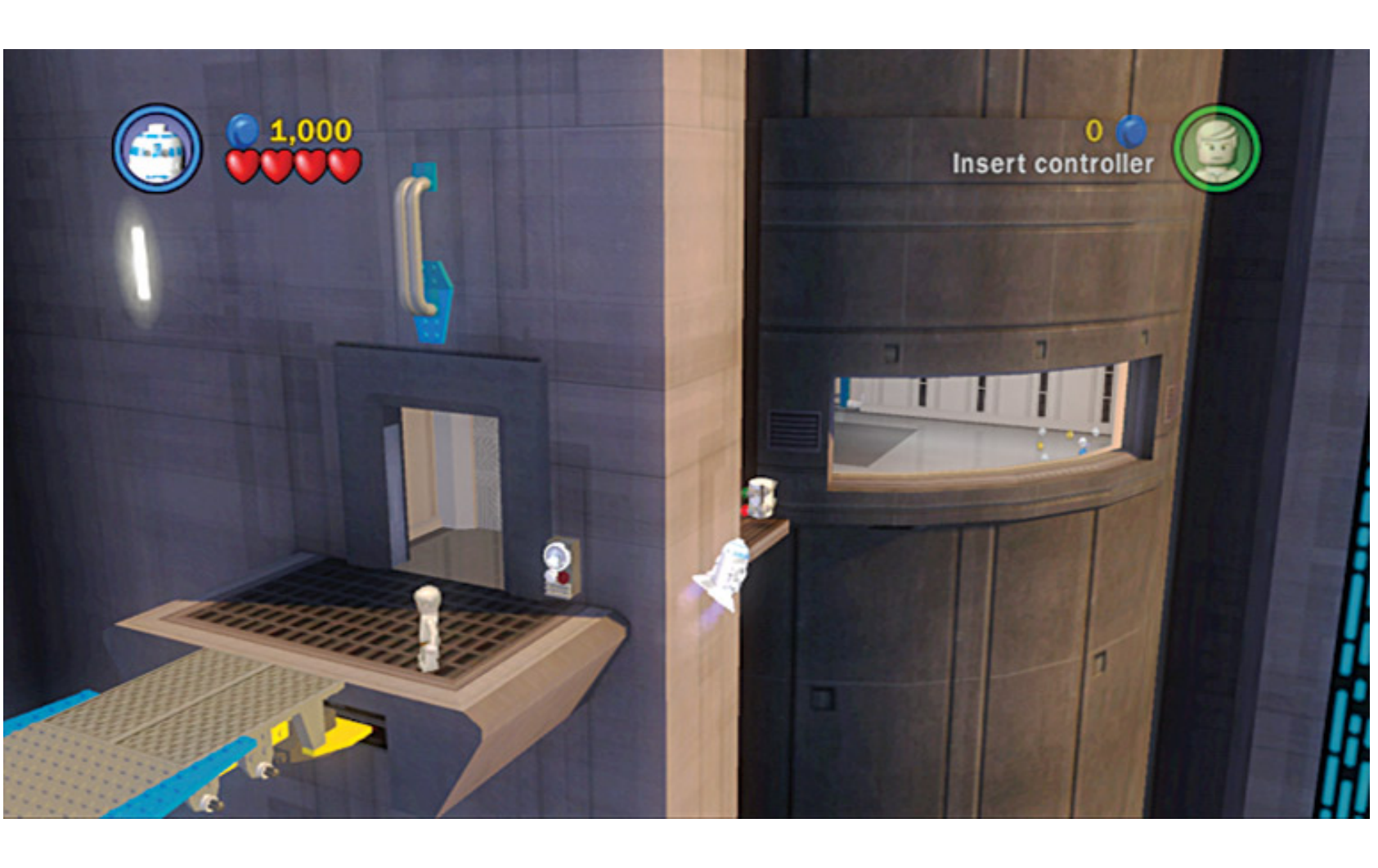
A quick X-wing ride takes him to the landing pad of Cloud City. Jump to the top of your fighter and grab the blue stud, then collect the rest scattered about the landing pad.

Some stormtroopers on a ledge in the distance try to blast you, so use your lightsaber to deflect their shots back at them and knock them out.

When the guards are gone, have R2-D2 hover over to the ledge to collect the valuables on the ground and use the activation panel on the wall. This brings out part of a walkway to the right.

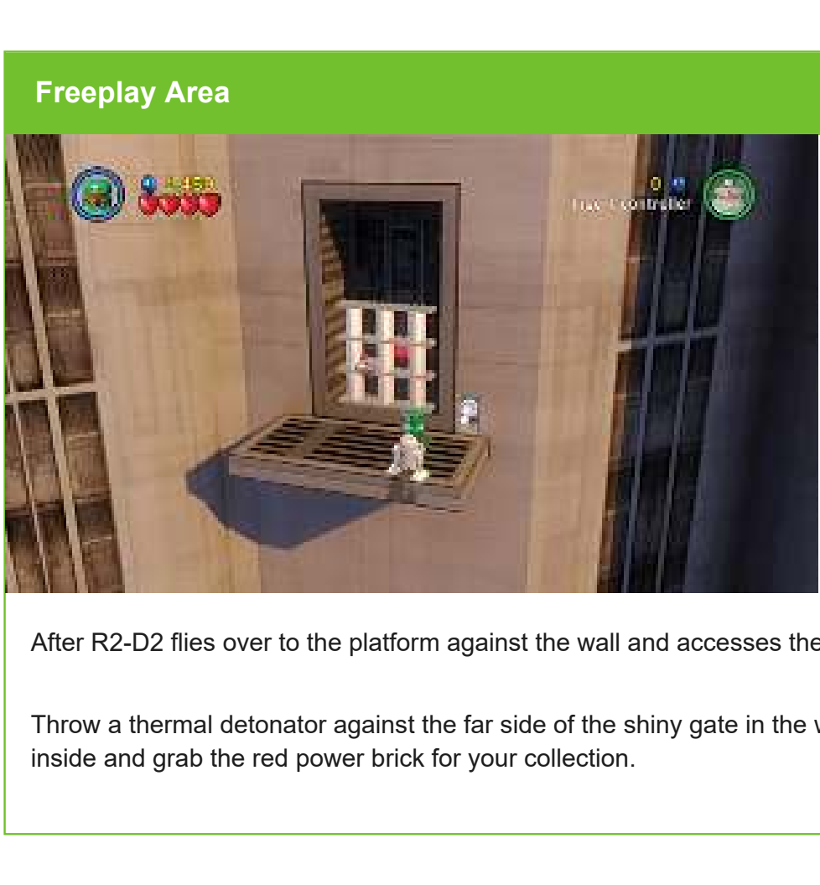
Fly R2 back to the landing pad and have Luke use the Force to turn part of his X-wing into another piece of the walkway. Jump across the walkways until you get to another ledge against the wall.

Assemble the LEGOs on the ground to make an activation panel for R2-D2 to use. This opens the door on the left. Before you enter, fly around the corner to the right until you get to a small ledge and a LEGO canister.



R2-D2's ability to hover in the air sure does come in handy.

Freeplay Area



After R2-D2 flies over to the platform against the wall and accesses the panel, switch to your bounty hunter.

Throw a thermal detonator against the far side of the shiny gate in the wall and keep your distance until it explodes. Run inside and grab the red power brick for your collection.

When you arrive in the next room, grab the power up on the left and use your weapon to chop apart all the stormtroopers that drop from the ceiling.

After the last one falls to pieces, collect all the studs on the ground, including a blue one in the back corner.

Have R2-D2 use the activation panel on the back wall to open the nearby door and reveal a box inside. Jump behind the box and push it along the checkerboard pattern on the floor.

When the box reaches the end of the pattern, it sinks into the floor to form a stand. Next, slash at the LEGOs on the back wall to the left of the door. Assemble the loose LEGOs that remain on the floor into a gun.

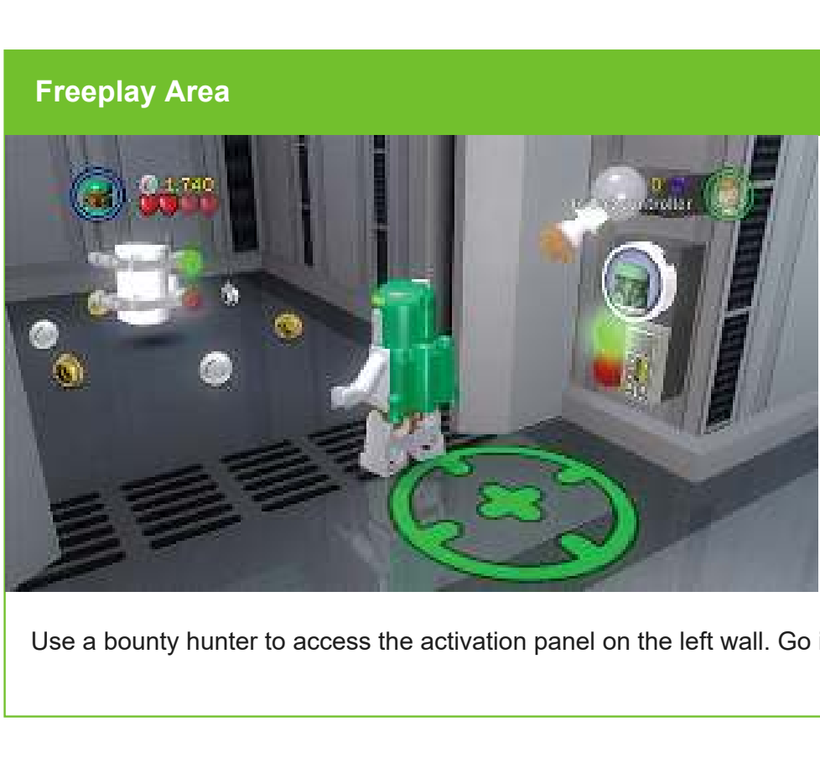
Now use the Force to move the gun over to the base you made. Jump into the gun's controls and blast away the bars on the right wall.

Leave the gun and run down the hall that was behind those bars. Take out the stormtroopers that get in your way and grab the studs lying on the ground.

Caution

Take care of business in this room quickly because more stormtroopers drop from the ceiling after a while.

Freeplay Area



Use a bounty hunter to access the activation panel on the left wall. Go inside the small room and grab a LEGO canister.

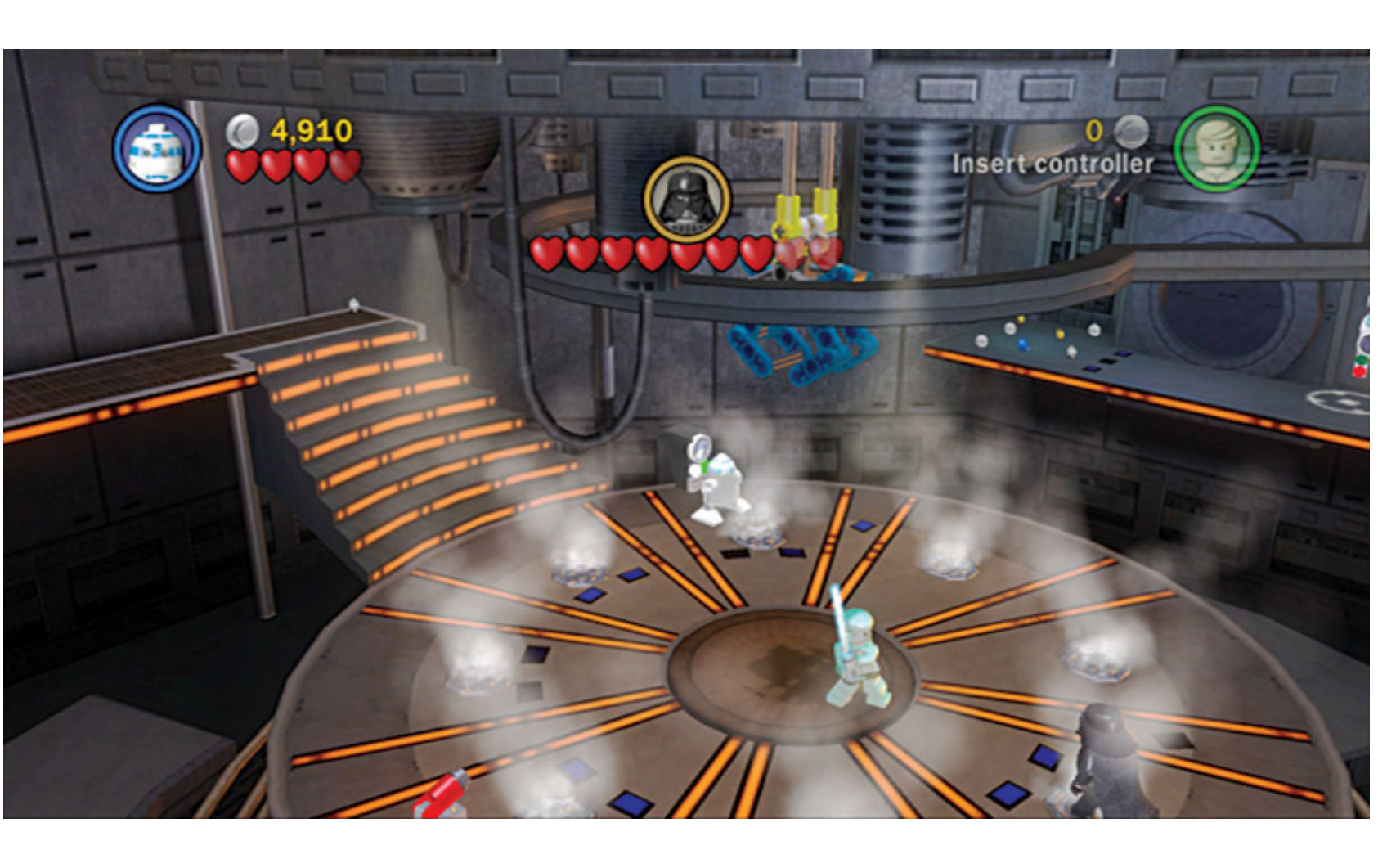
At the end of the hall, have R2 use the activation panel to open the door. Go inside. You are on a narrow walkway in a dark room. Follow the walkway to the right; you'll see a helmet dispenser on the wall to the north.

Pass this up for now and continue to follow the trail to the right and down a flight of stairs to a circular platform. There you see Vader waiting for you.

Get your weapon ready and block Vader as he swings his lightsaber at you three times. After his attack, swing your lightsaber once to score a direct hit, but immediately go back to blocking.

After Vader tries to hit you again, you can swing your weapon to score another hit. After he suffers a couple of hits, Darth Vader leaps to one of the black steam vents on the ground.

When he does this, use R2 to access the activation panel at the bottom of the stairs to cause steam to come up through the vents. The steam disorients Vader for a moment, so have Luke rush in and take another swing at him.



The steam coming out of the vent will not only clear Vader's pores but also disorient him long enough for Luke to take a swipe at him.

After that hit, Darth Vader is back to his usual self, so block his attacks and then take one swing at him before you go back to blocking.

After two successful hits, Vader jumps back to a steam vent where you can use R2 to blast the steam so you can attack again. Repeat this process until Darth Vader has had enough, flies across the room, and retreats out the door.

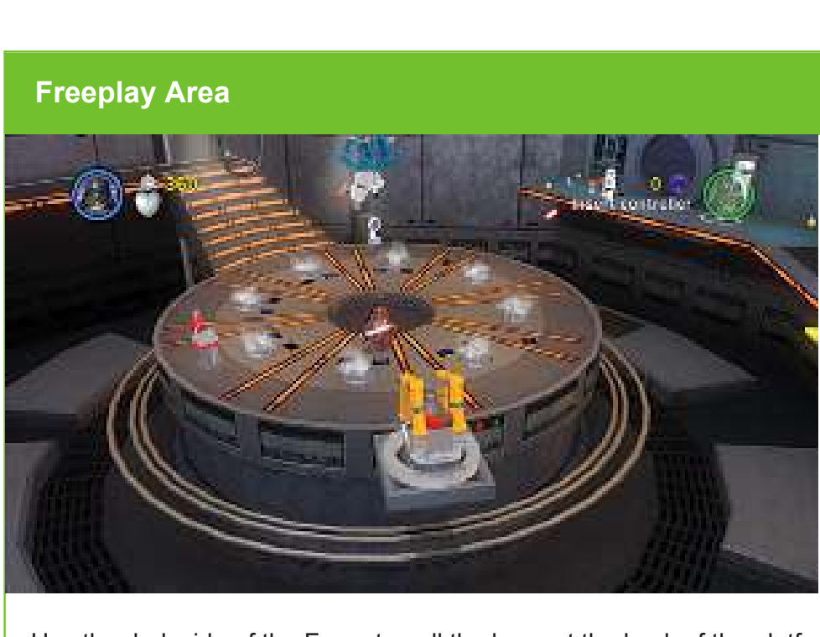
On his way out, Vader causes some LEGOs to fall around the circular platform. Put these pieces together to complete the crane on the south side of the platform. Jump into the crane's controls and pick up R2.

Carry your friend over the abyss to the walkway against the far right wall and drop him. When he hits the ground, he moves to an activation panel on the wall and extends a walkway over the abyss for you to cross.

Before you cross over to the other side, go back up the stairs to the helmet dispenser. Pull the lever to have a stormtrooper helmet placed on your head. Return to the circular platform and double jump to the bridge that R2 extended for you.

Run up on the walkway along the wall and grab all the valuable studs you find. While wearing your stormtrooper mask, use the activation panel on the wall to open the door and run inside.

Freeplay Area



Use the dark side of the Force to pull the lever at the back of the platform where you fought Vader. When you do, the center of the platform drops out, so watch your step or you'll fall to your death.

Get back in the crane and use it to grab a stormtrooper from across the room. Drop him in the hole you created and some LEGOs spill out. Assemble the loose pieces into a LEGO canister.

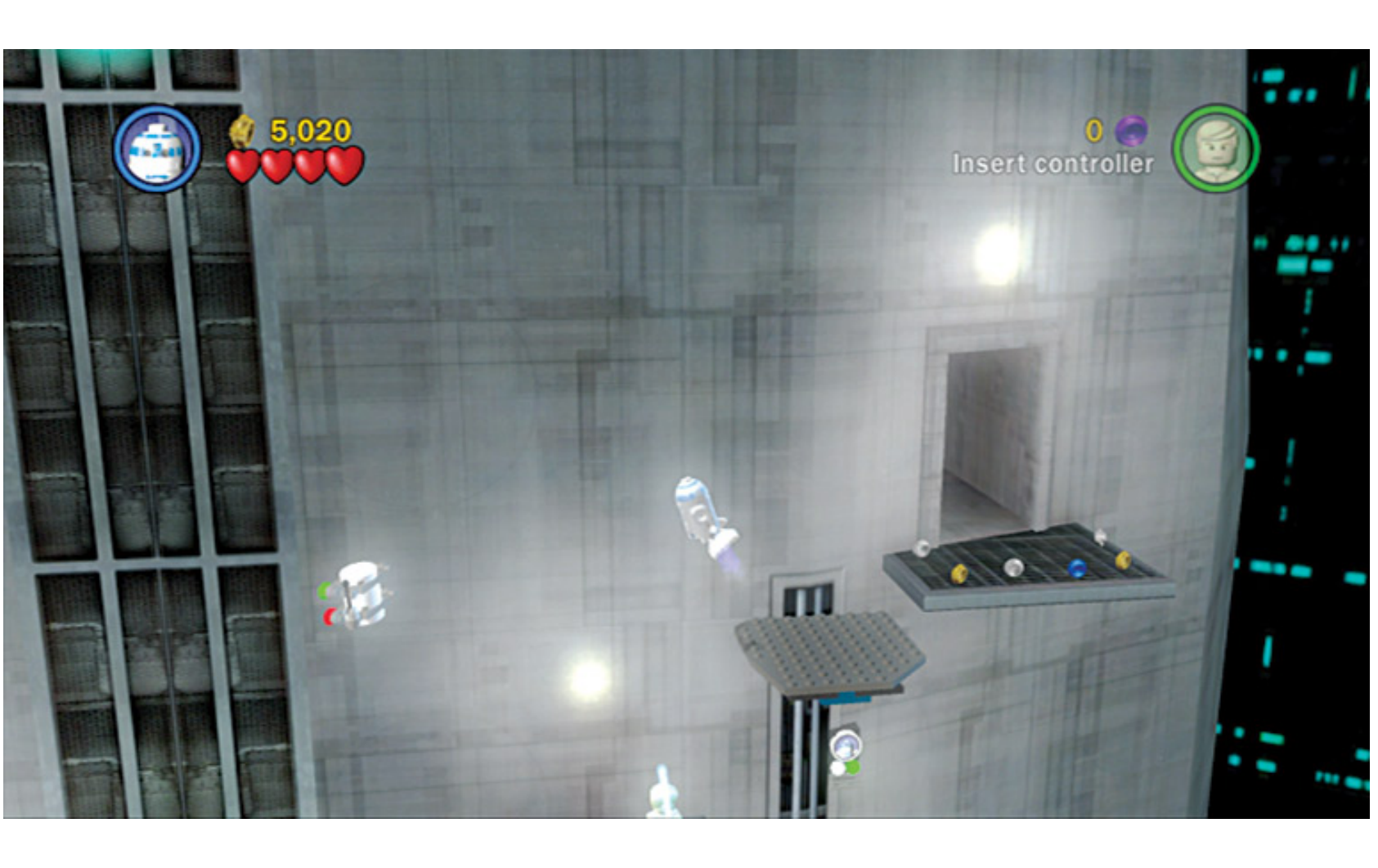
In the next area, you and Vader are on a narrow ledge high above the inner workings of Cloud City. On the wall nearby are some LEGOs. Use the Force on them to change them into a fan on the path ahead.

As you move forward, Darth Vader takes off to get out of your way. Use R2-D2 to continue down the path to the right where he can use the activation panel on the wall.

This activates a moving platform along the wall above you. Now have Luke jump on the fan on the ground and ride the currents into the air so you can reach the ledge above.

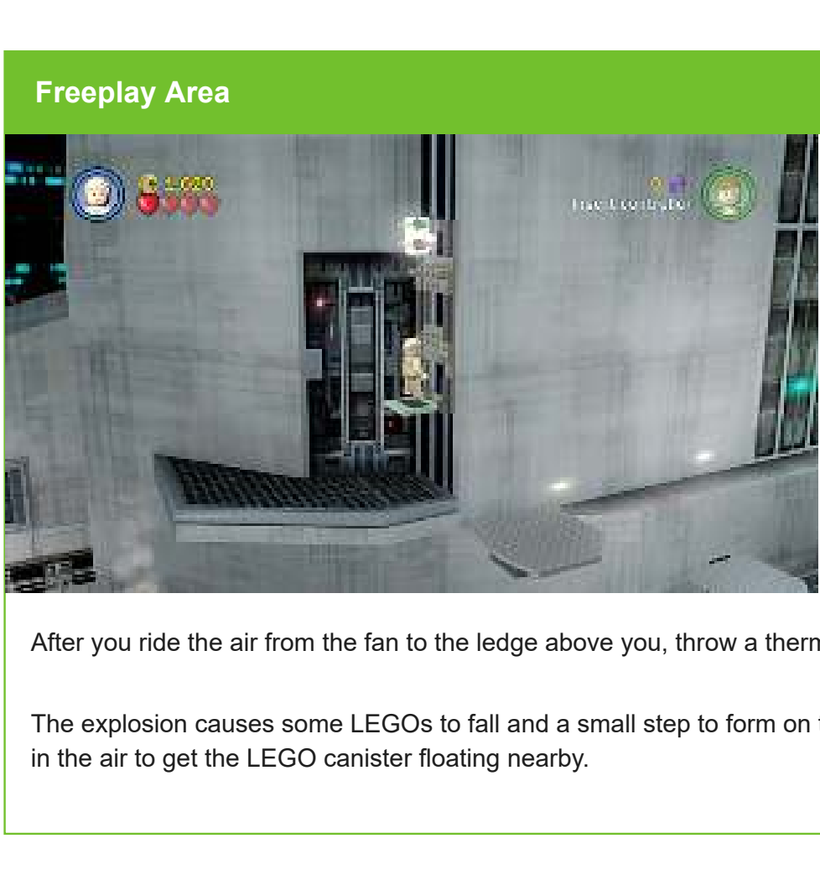
From this ledge you can jump on the moving platform that R2 activated. Ride it along the wall until you can jump to a ledge below you.

Step on the gray LEGO platform at the left side of the ledge to lower it so R2 can fly across and join you. Use the Force to move the fan in the center of the ledge so that the wind currents are pointing up.



Fly R2-D2 into the air to grab the hovering canister.

Freeplay Area



After you ride the air from the fan to the ledge above you, throw a thermal detonator at the wall to the right.

The explosion causes some LEGOs to fall and a small step to form on the wall. Jump to the step and then double jump in the air to get the LEGO canister floating nearby.

Now jump on the fan in the ledge and ride the currents to the ledge in the wall above. To the right is another gray platform and an activation panel that R2 can access. Activating the panel moves the gray platform up and down.

When the platform reaches its highest point, fly R2-D2 through the air to the left until he can get the LEGO canister floating in the air.

Return to the moving platform and ride it up to arrive at an even higher ledge. Grab the studs on the ground, then enter the open doorway.

Vader is waiting for you in the next room. Use the same fighting technique as you did before to get a few hits on him and send him retreating to a ledge high above the room.

After he flees, stormtroopers drop from the ceiling, so cut them down with your lightsaber before they blast you. After the stormtroopers are dead, use the Force to move the two blocks along the back wall and turn them into a ramp.

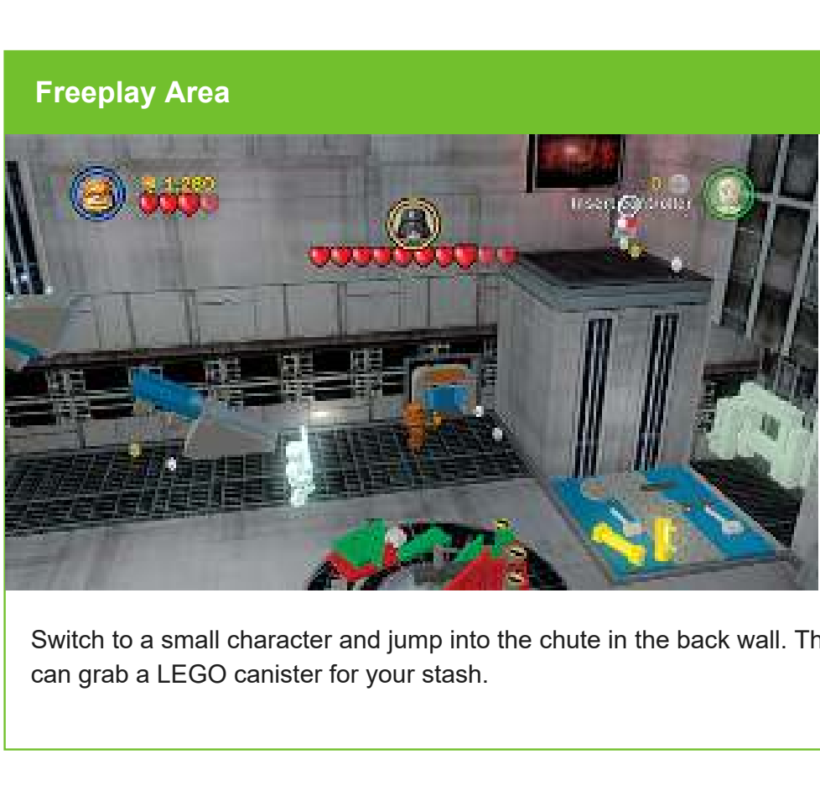
Roll R2-D2 up the ramp to the ledge with the activation panel. Access the panel. Steam shoots out of the vents that Vader is standing over on the ledge above you.

This causes him to jump down to your ledge, so fight him off using Luke's lightsaber. After two hits, Vader retreats back to the ledge from which he just came.

Caution

After you defeat a wave of enemy troops, you get a few seconds of peace. But work quickly because more troops are on the way.

Freeplay Area



Switch to a small character and jump into the chute in the back wall. This takes you to a locked cell to the left where you can grab a LEGO canister for your stash.

Return to the main floor of the room and quickly assemble the LEGOs in the room's center to create a turnstile. Move to the blue platform next to the right wall and assemble some more loose LEGOs to fix the machinery nearby.

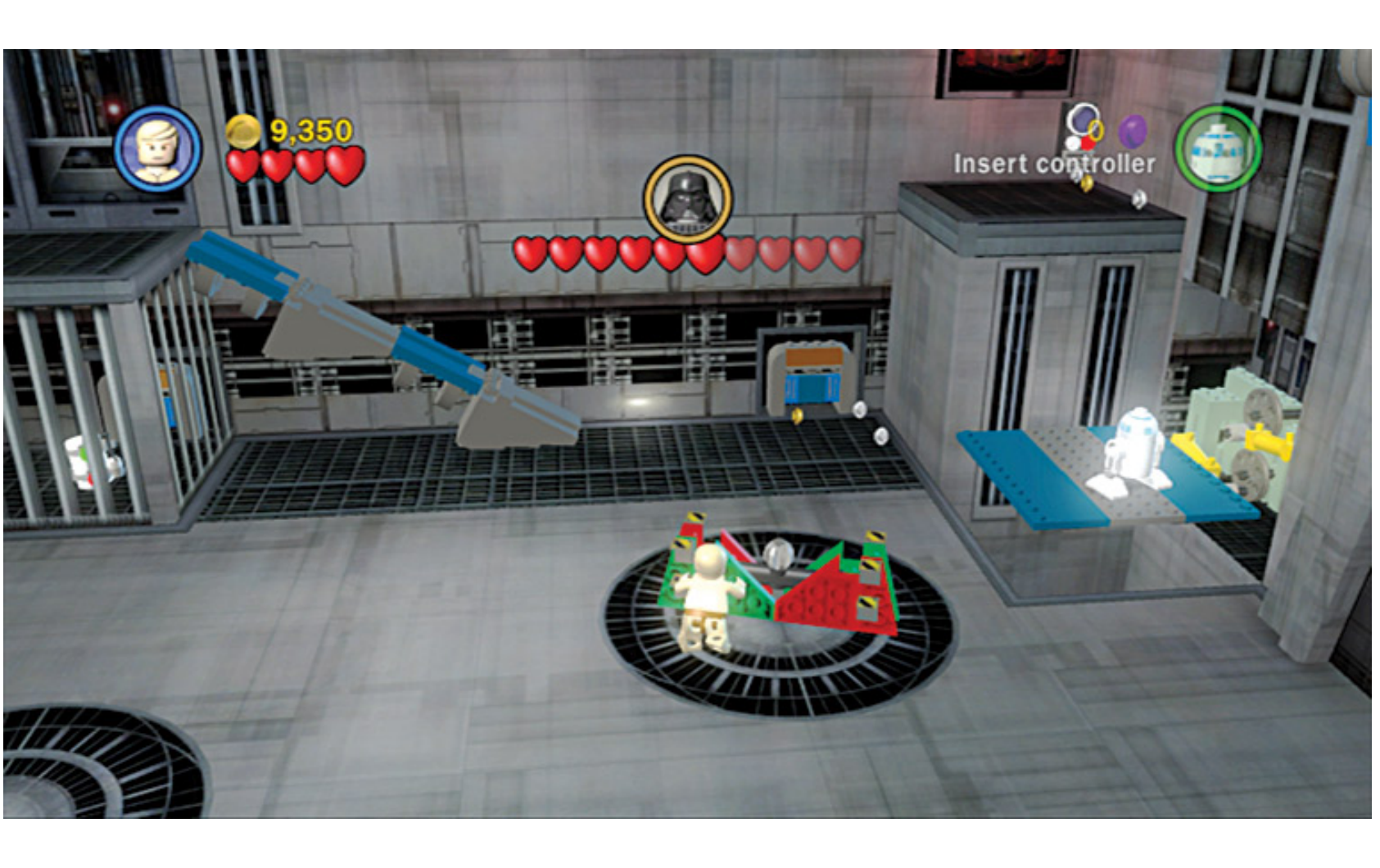
After everything is put together, R2-D2 moves over to the blue platform. As soon as he does, push the green side of the turnstile around and around to raise the platform to the ledge above.

When R2 gets high enough, he uses the activation panel on the wall to release the steam under Vader. Once again, Vader comes down to fight you, so use your lightsaber skills to send him packing back up to the ledge above.

Vader should have less than half of his health at this point. Move R2 back up the ramp to activate the panel on the wall to fire off the steam again. Vader will come down again, so once again give him a beating to make him retreat.

Push on the red side of the turnstile to lower the blue platform you raised earlier. When it gets back to floor level, R2 jumps back on. Push the green side now to raise the platform to the ledge above, where R2 can use the activation panel again.

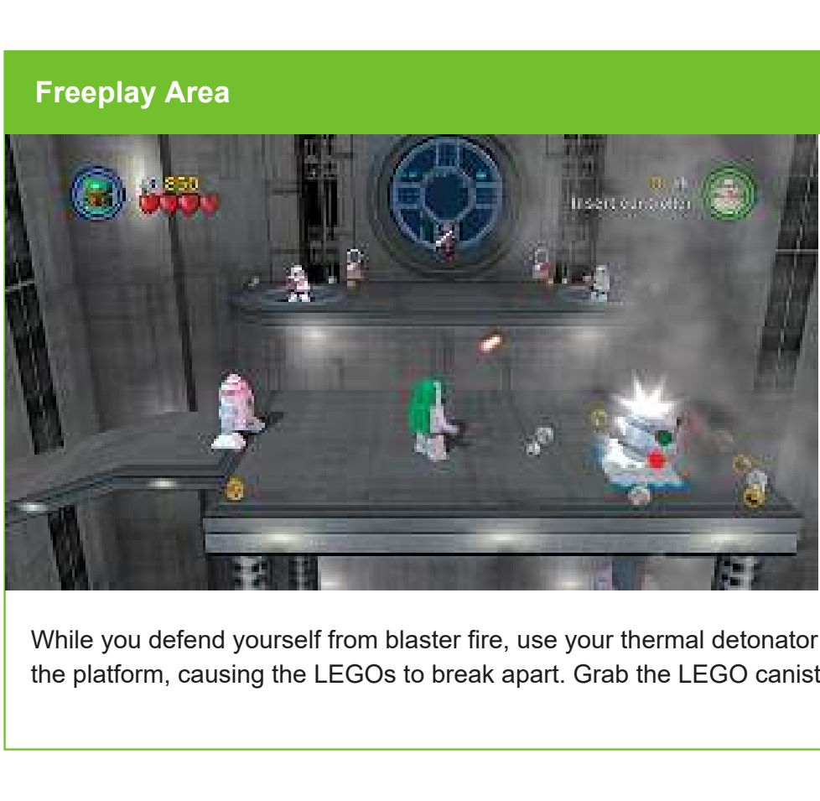
Once the steam is released, Vader drops back down for you to attack. After his health is gone, Vader makes a run for it through the door to the right, so follow him.



Push the green side of the turnstile to raise the blue platform or push the red side to lower it.

Follow the narrow walkway to a small platform in the middle of the room. On a ledge to the north you can see Vader and two stormtroopers. As soon as they see you, the troops open fire.

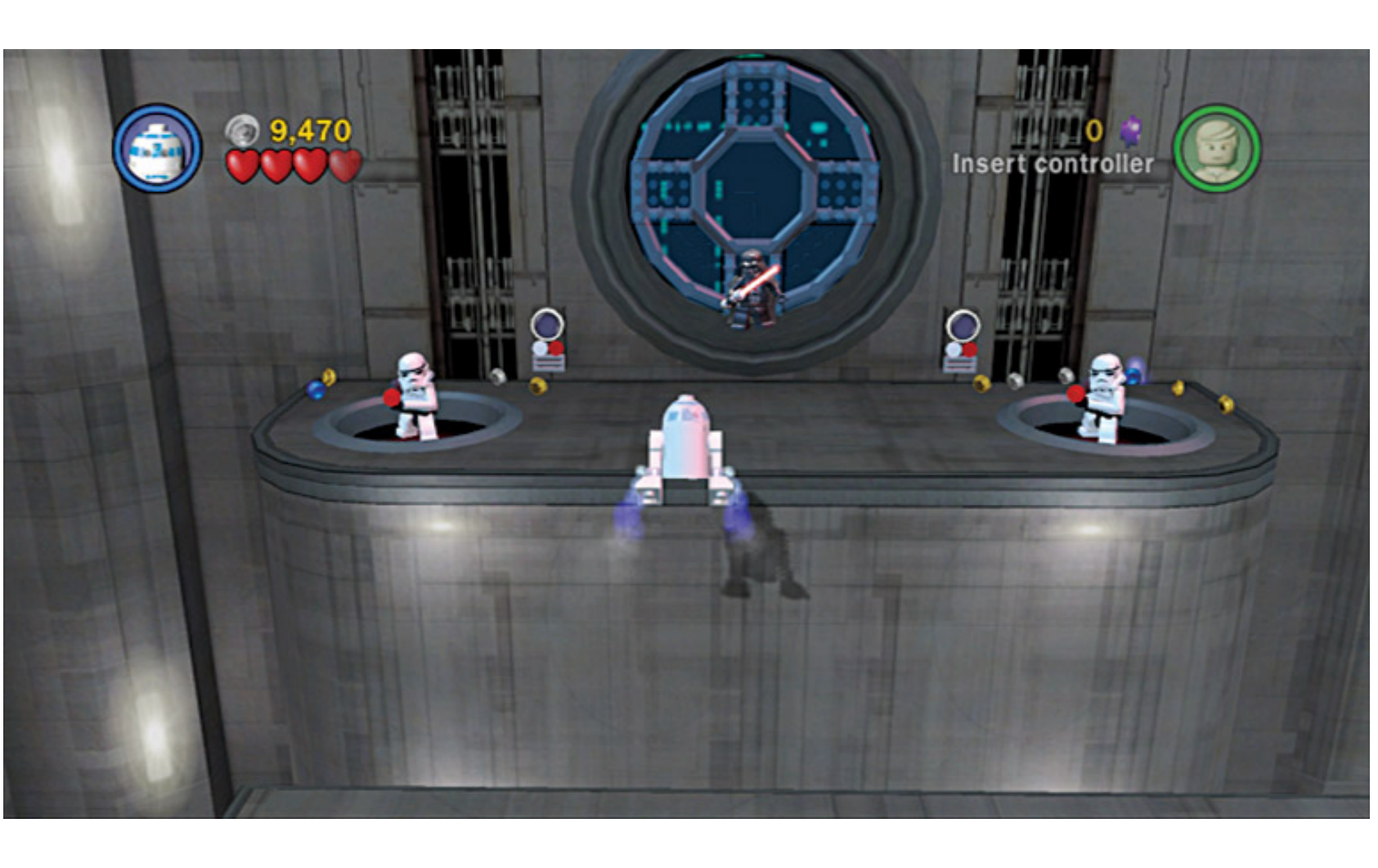
Freeplay Area



While you defend yourself from blaster fire, use your thermal detonator on the square LEGO pieces in the right side of the platform, causing the LEGOs to break apart. Grab the LEGO canister you find there as you return to the platform.

While the stormtroopers are still shooting at you, send R2-D2 flying through the air to the north toward the ledge with Darth Vader. Collect the studs on the ground, then use the activation panels on the walls.

This causes the platforms that the stormtroopers are standing on to close, defeating them instantly, as well as causing some debris to fall on the ground around you.



Send R2 across the room to shut out those stormtroopers.

Taking out his stormtroopers doesn't make Vader very happy. He uses his powers of the Force to hurl the debris through the air at Luke. Fly back to the platform you came from and take control of Luke when nothing is being hurled at him.

As Vader sends in debris to hit you, use your own powers of the Force to send it right back. As soon as Vader takes a hit, he comes leaping over to your platform to fight you.

After you hit him, block his next attack. When he is done, use your double jump attack to send him retreating back to the ledge he came from.

The platforms those stormtroopers were standing on open back up and more enemies rise up through the floor to blast you. Send R2 back to the ledge to the north to access those activation panels on the walls again.

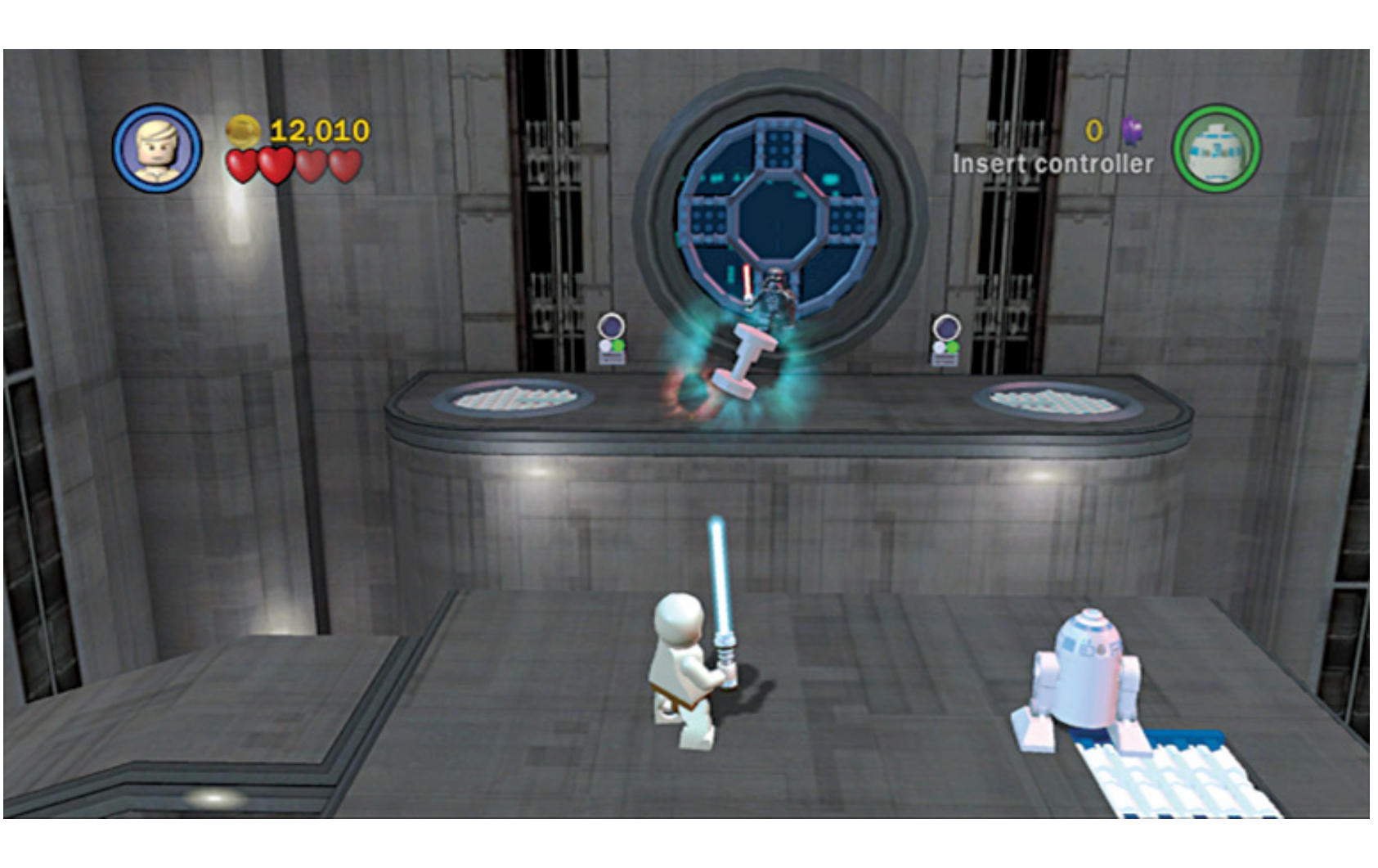
Once the platforms are closed and the stormtroopers are gone, Vader tries to send more junk at Luke, so fly back with R2 and take control of Luke. As the debris comes flying in, use the Force to send it right back at Vader.

This makes Vader angry. He jumps over to fight you again. After he takes two hits, he retreats back to the ledge he was on before.

This causes those platforms near Vader to open again with more stormtroopers. Send R2 back over and use the activation panels to shut them down again. When the platforms are closed, fly R2 back to the platform he came from.

Take control of Luke and use the Force to send any incoming garbage back at Vader. This time Vader goes crashing through the window behind him, leaving shards of glass in his wake.

Use the Force to turn the broken window into the platform nearby so you can cross to the window Vader just fell out and jump on through.



Don't take any garbage from Vader! Send it right back in his face.

Unfortunately, Vader is waiting for you on the other side of the broken window, so have your weapon ready. Block his shots, then attack. After two hits, Vader retreats down the right side of the narrow walkway.

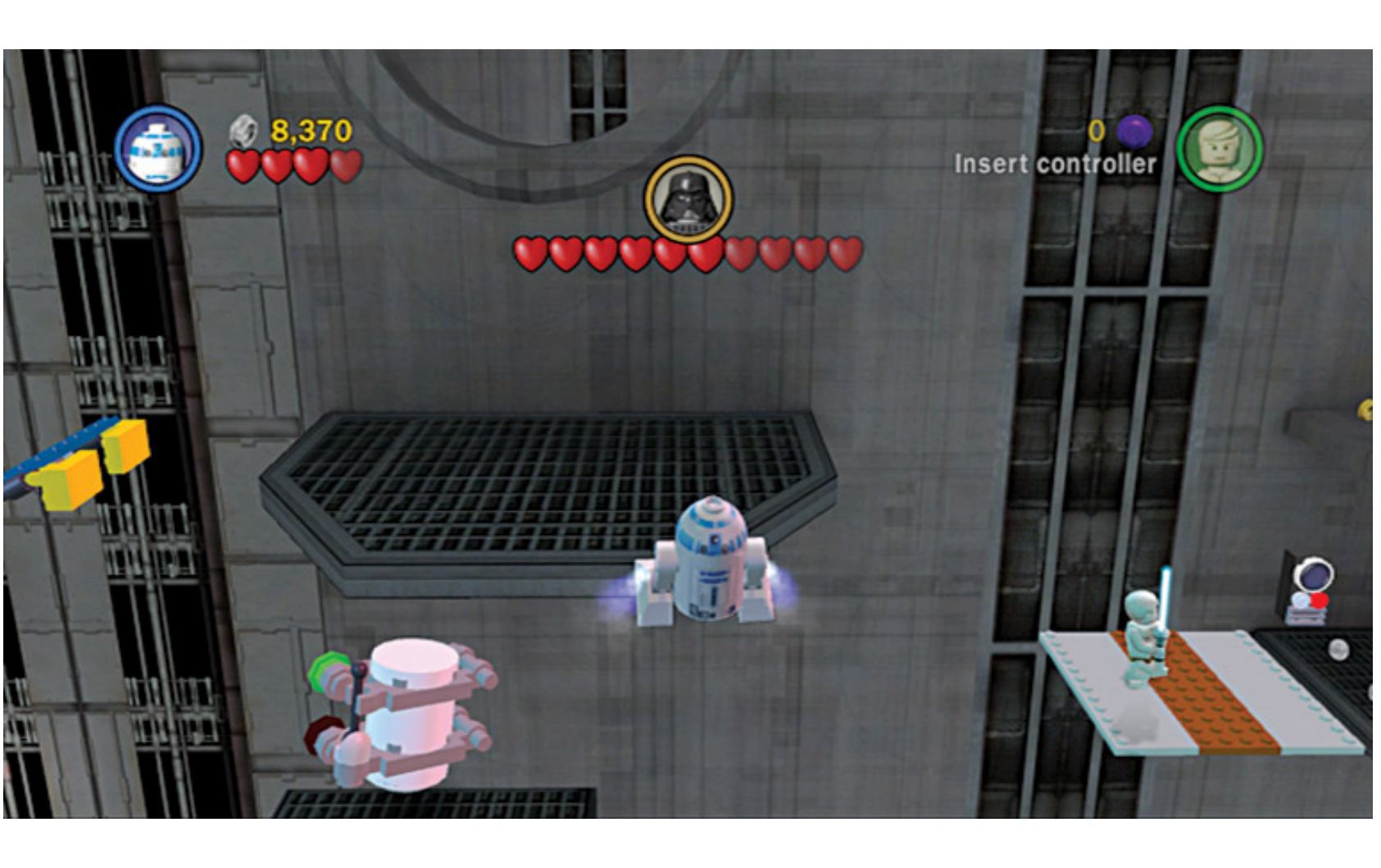
Collect the LEGO canister to the left, then use the Force on the LEGOs to the right to make a ramp. Run up the ramp and jump to the next ledge, where you get to fight Vader again.

Hit him twice to send him packing. While you're on this ledge, send R2 flying to a small platform to the south where you find another LEGO canister.

After you get the canister, hover back to the ledge and fly to a platform to the right. Access the activation panel on the wall and jump on the brown platform to the left.

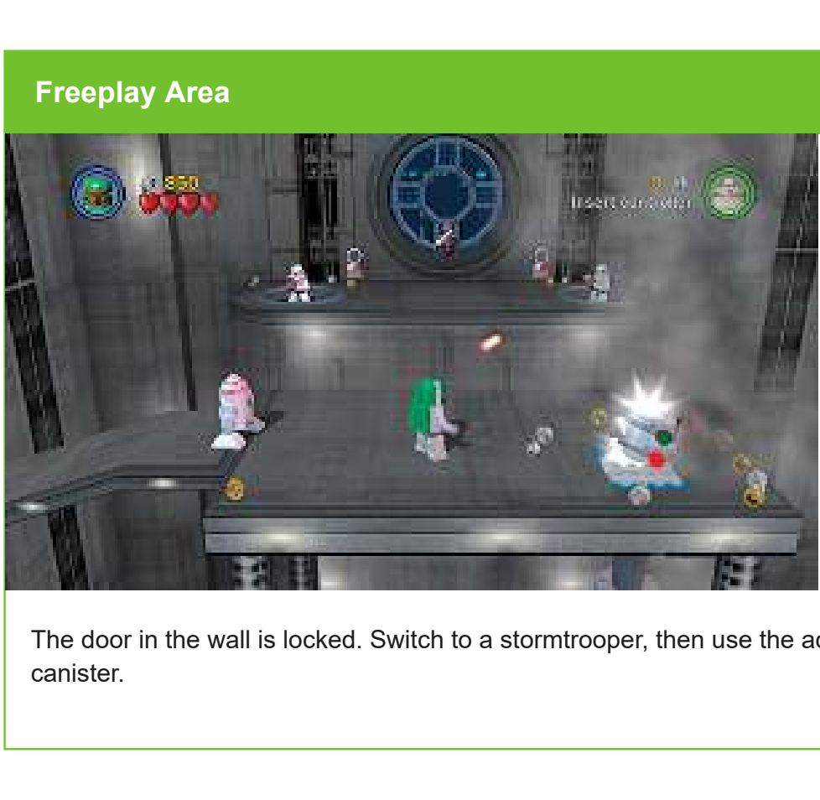
Ride it to the ledge above, where you can fight Vader again. Hit him twice, and he runs farther down the walkway. As you run after him, collect the studs and the LEGO canister on the path.

Run along the walkway to the right until you find Vader again. As you fight the Sith Lord, hit him four times to take away all of his health.

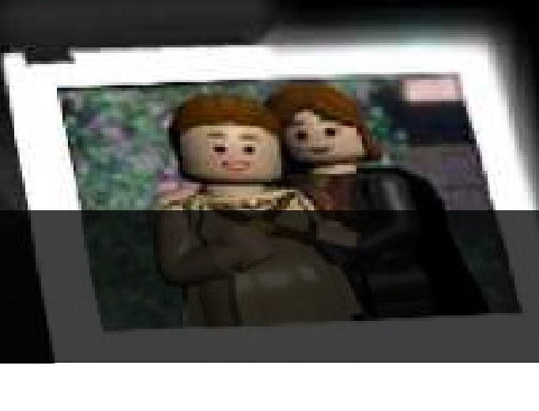


Collect the LEGO canister floating to the south of the ledge before you move on.

Freeplay Area

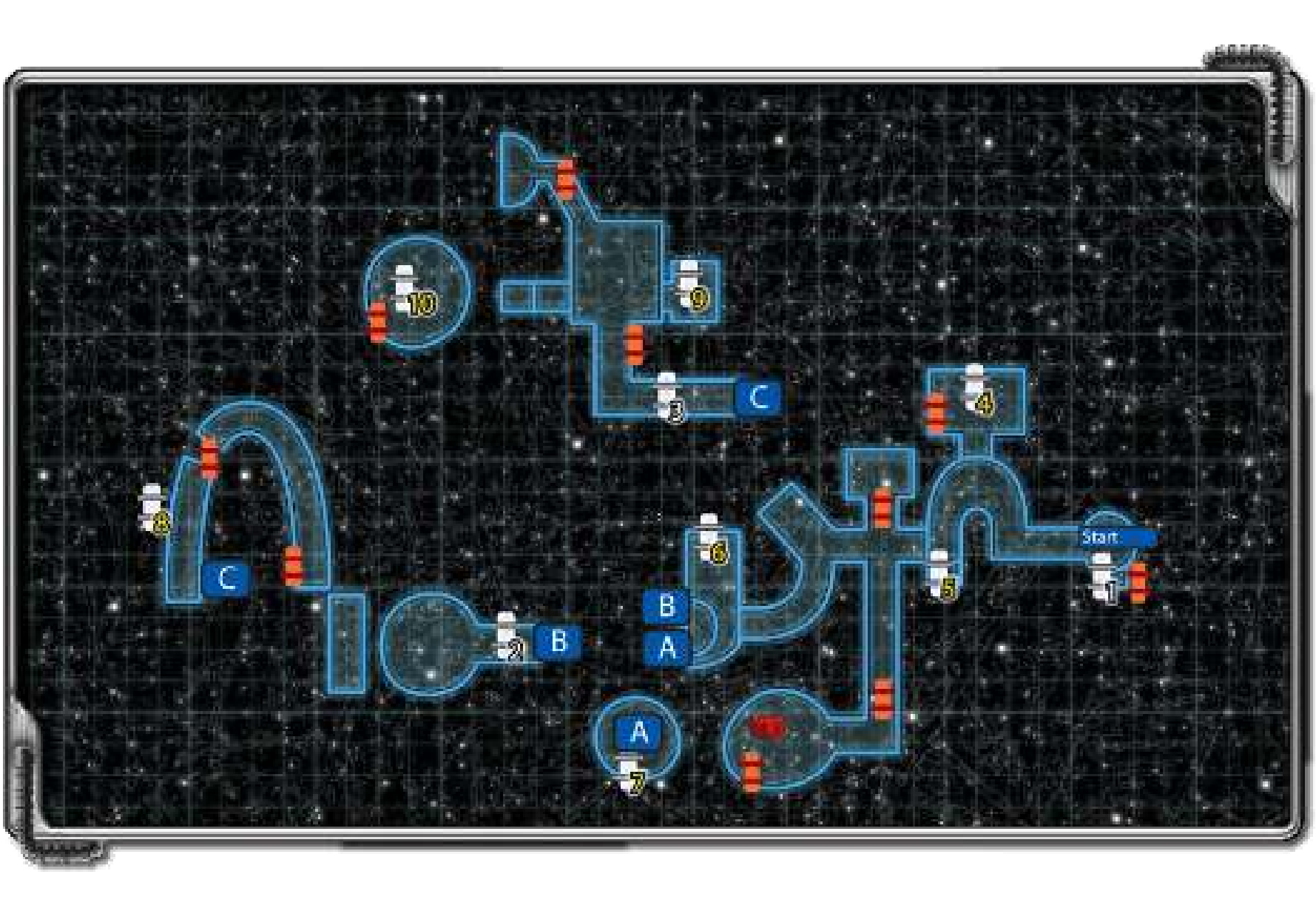


The door in the wall is locked. Switch to a stormtrooper, then use the activation panel to get inside and find a LEGO canister.



Episode V: The Empire Strikes Back

Chapter 6: Betrayal over Bespin



LEGEND

- 1 Once C-3PO joins your party, have him open the door on the left.
- 2 Ride the elevator to the roof and look to the right.
- 3 Assemble the LEGOs in the hall to form your third tower.
- 4 Use the Force to spin the tower in the center of the room until it breaks.
- 5 Enter the room in the left wall, pull a lever, and use the Force to lower some platforms. Jump across the platforms to the left.
- 6 Use the Force to stack all the chairs.
- 7 Use a stormtrooper to ride the elevator to the roof, smash all the plant life, then use the Force to move some blue pots.
- 8 Once you are on the ledge above the area, use an astromech droid and fly to the right.
- 9 Use the dark side of the Force to open the door in the right wall and jump on the table inside.
- 10 Double jump on to the top of the Millennium Falcon parked outside.
- Red Power Brick. In Freeplay mode, run to the front of Boba Fett's ship while it is parked on the landing pad.

7 Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Friends are hard to come by around the galaxy as Han Solo and his Rebel friends found out the hard way. Darth Vader and Boba Fett set the perfect trap to catch the Rebels and they used Lando to do it.

Even though Lando had to go along with the Empire's plan to catch Han Solo, it doesn't mean he is in league with them.

As soon as the opportunity arises he sets Chewbacca and Princess Leia free in the hopes of rescuing Han from Boba Fett before he can leave Cloud City.

As soon as you start this mission, Boba Fett is firing at you from down the hall while upset citizens of Cloud City run around in a panic. Let your natural ability to dodge blaster fire help you as you fire at Boba.

He takes a few hits and runs off down the hall. As soon as he runs away, stormtroopers charge at you, so blast them to pieces. The door in the wall to the left can only be opened by a protocol droid so head down the hall after Boba Fett.

Tip

It might not seem very baron-administratorlike, but you can shoot the people of your fair city if you need some hearts.

When you get to the loose LEGOs in the path, you see Boba at the end of the hall. Blast him again until he runs away. When the coast is clear, put the LEGO pieces together to build one of three towers around the area.

Collect all the studs on the ground, including a blue one to the right of the tower you built, then advance to the end of the hall.

Blast the metal grating on the left wall to uncover a lever. Pull the lever to make the ramp in front of you turn into some stairs; climb them to get to the next room.

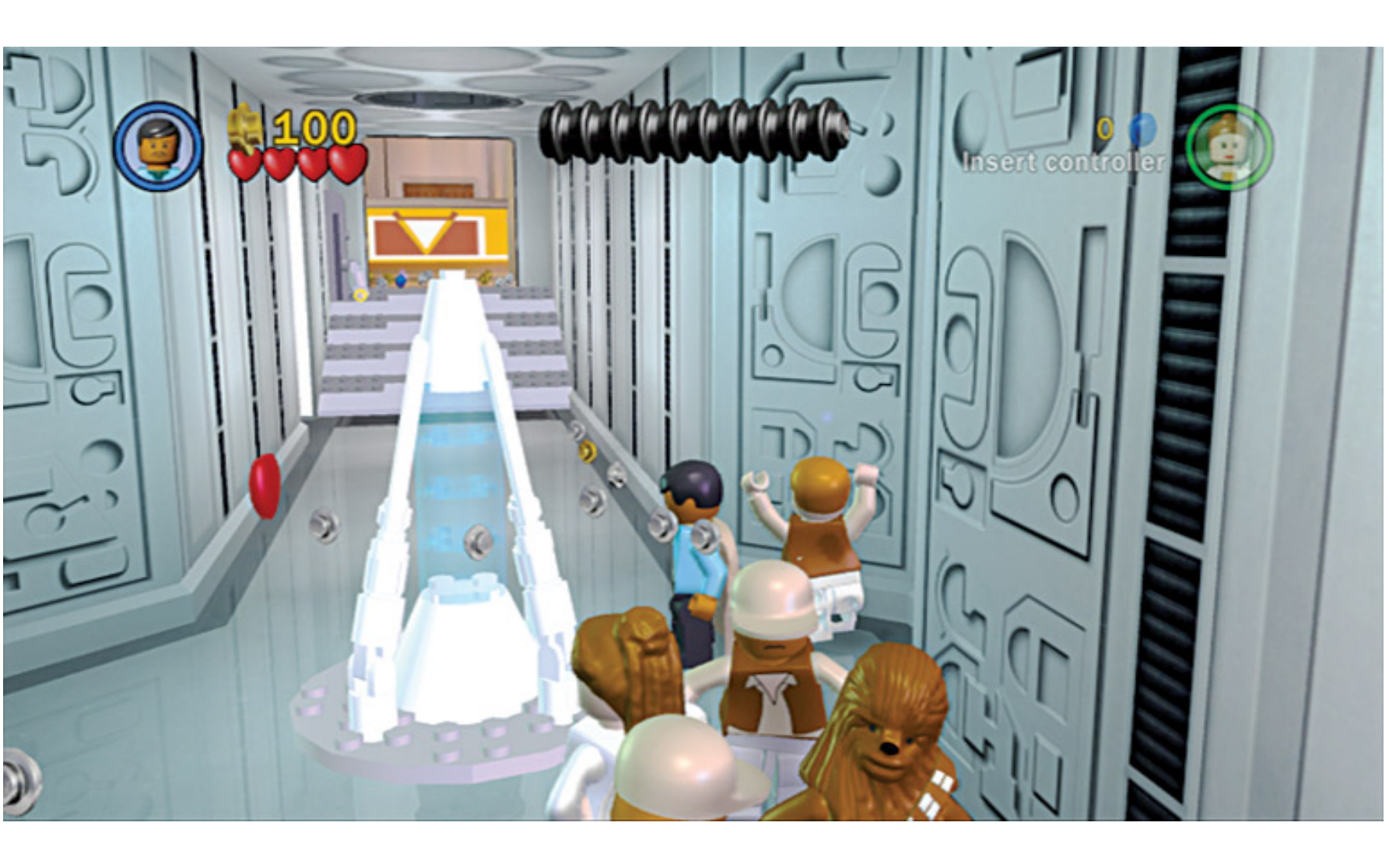
Grab the studs in the room at the top of the stairs and head to the right. Immediately you see Boba Fett, and immediately he starts shooting at you.

Give him a taste of his own medicine and fire back until the coward runs off down a side hallway. Follow him down the hall and into the next room where he's waiting for you.

Shoot Boba Fett as he hovers above the ground to knock him back to earth. Only when his feet are touching the floor can your blasters hurt him. As soon as he starts to hover again, shoot him back down again where you can actually hurt him.

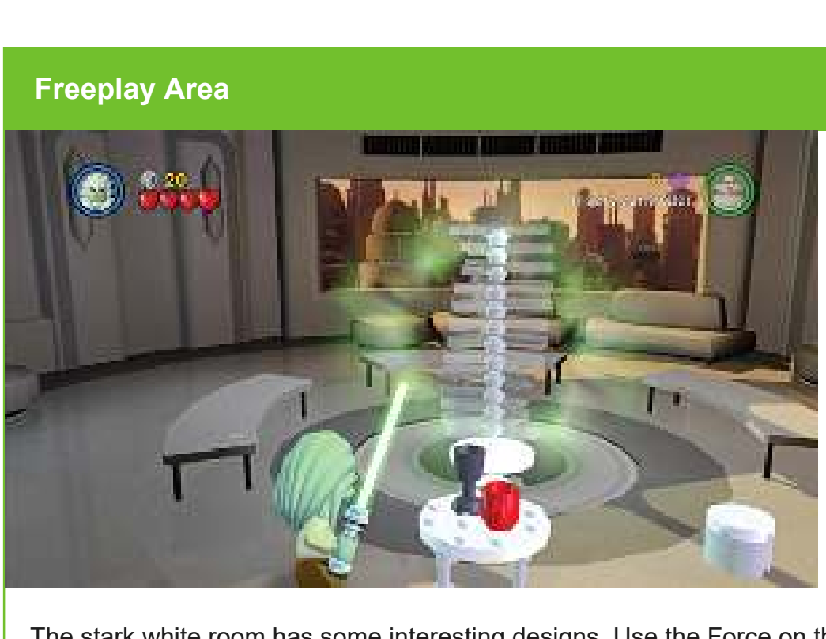
Keep shooting him until he takes enough damage and decides to run back out of the room you just entered. When you get back to the main room, you see him enter a door at the end right before stormtroopers charge in to stop you.

Shoot them down, then follow Boba Fett through the open door. The door next to it can only be opened by R2-D2.



Put the loose LEGOs together to make one of the hidden towers in the area.

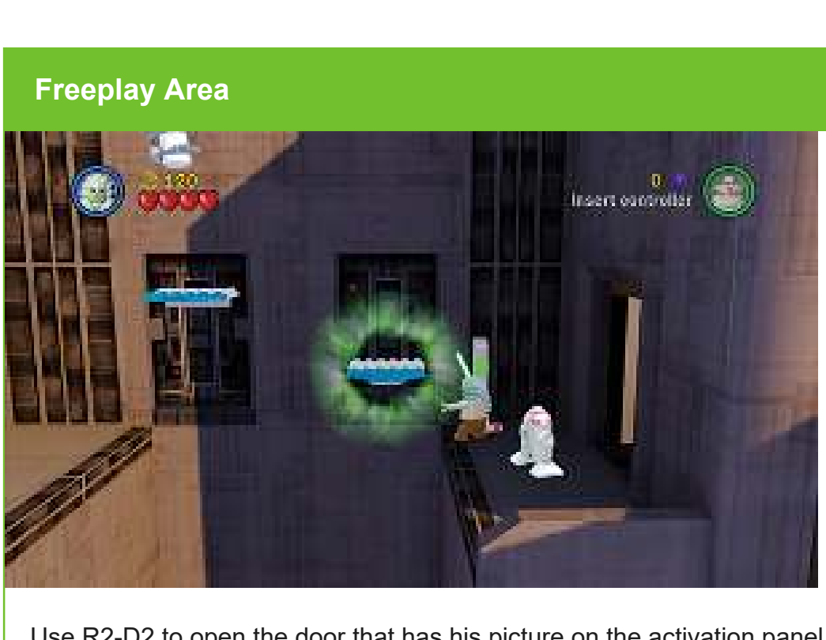
Freeplay Area



The stark white room has some interesting designs. Use the Force on the tower in the center to start it spinning.

Keep it going until it breaks apart leaving a hole in the floor. Jump in the hole and grab the LEGO canister to add to your collection.

Freeplay Area



Use R2-D2 to open the door that has his picture on the activation panel next to it. After you move through the door, you're on a small ledge outside. Pull the lever on the wall to lower a platform in the distance.

Your partner will use the Force to lower a platform from the wall that is closer to you. Quickly jump to the closest platform as it rises back up. But as it rises, double jump to the left and grab a LEGO canister to add to your inventory.

That doorway leads to more citizens running around in a panic and one bounty hunter with an itchy trigger finger. Blast Boba to make him run off down the hallway to the left.

The hallways to the right and straight ahead have doors that can only be opened by droids, so you better follow Boba Fett. Blast all the white wall panels to reveal hidden goods.

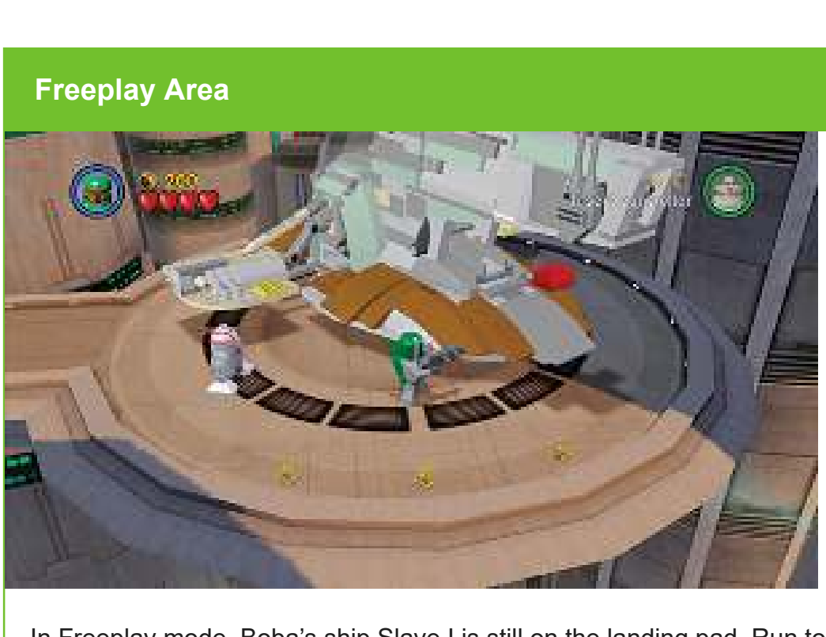
As you move toward the next door, take out the stormtroopers charging at you. After you go through the door, you see the bounty hunter again, so blast him before he hits you.

Follow him as he runs down the hall and shoot him again when he stops at the end to make him run through a door to the right.

When you get to the end of the hall where Boba Fett just fired at you, some stormtroopers enter the area to blast you. First shoot the stormtroopers in front of you, then get the ones that followed you down the hallway.

When the coast is clear, assemble the LEGO pieces in the room's center to make the second of three towers located around this part of Cloud City. Grab the studs that scatter on the floor and head through the open door to the landing platform outside.

Freeplay Area



In Freeplay mode, Boba's ship Slave I is still on the landing pad. Run to the front of the ship and grab the red power brick to add it to your collection.

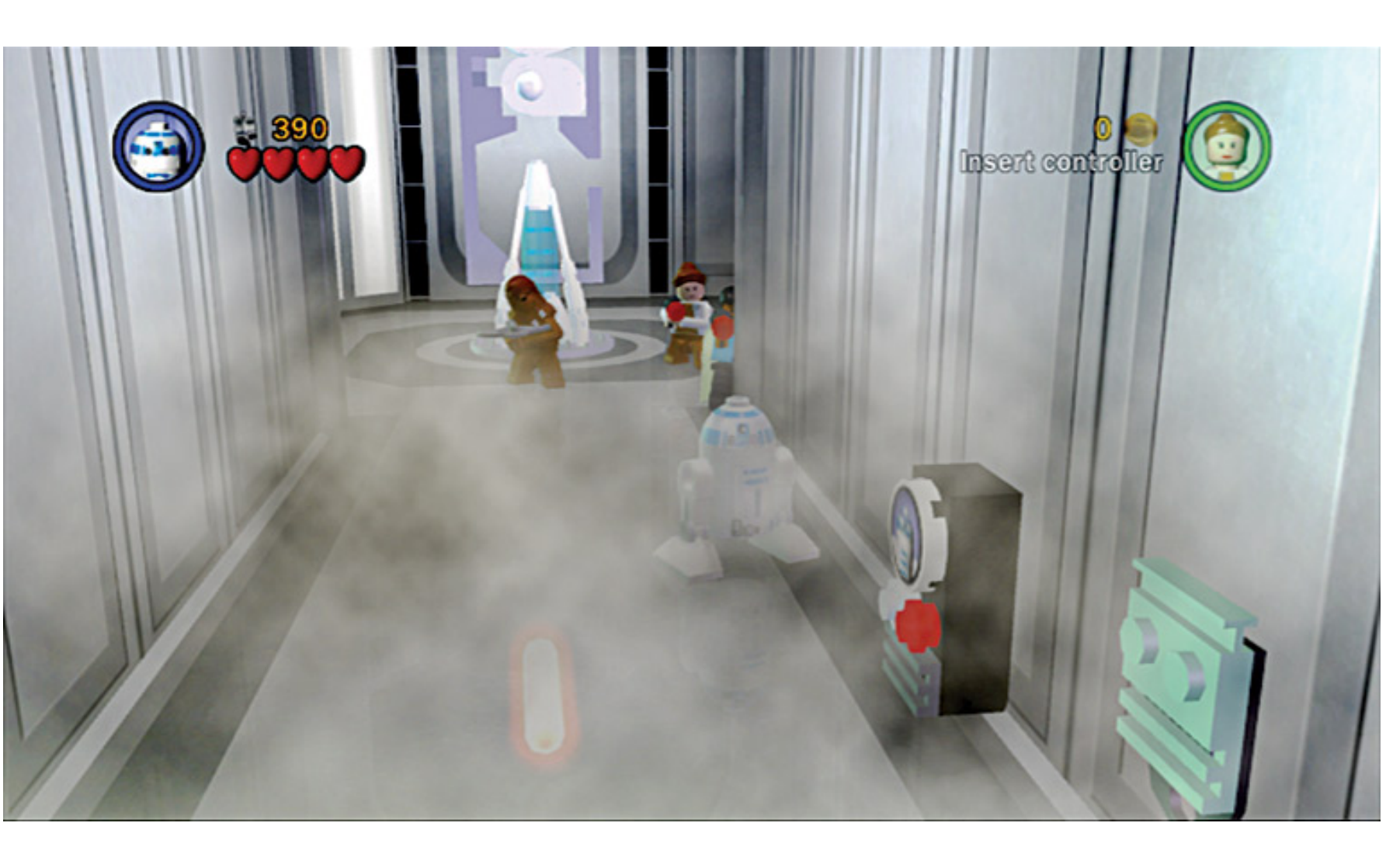
Boba Fett might have gotten away with Han Solo, but it's good to see R2-D2. There's nowhere to go outside, so collect the studs at your feet and go back inside.

As soon as you walk through the door, some stormtroopers try to rush you. Blast them quickly to get rid of them. Backtrack down the hall you came through until you see gas blocking your way.

Use R2-D2 to access the activation panel on the right wall to shut off the gas. Some more guards rush you from the hallway ahead, so shoot them until they are all dead. With the hallway free of gas and guards, you can continue.

Follow the hallway until you get to the room with the locked doors that only the droids can open. Skip the one with the picture of C-3PO on the activation panel and find the one with the picture of R2-D2.

Use R2 to open the door, then go inside. Blast the purple boxes around the room, as well as the pile of spare parts at the room's center. Also, be sure to drop the Ugnaughts in the back of the room as well before they shoot R2.



Have R2-D2 use the activation panel on the wall to turn off the deadly gas.

Now that the room is clear, push the machinery located in between the red and gray track along the floor. Push it all the way to the wall where the posts on the machinery fit with the holes in the wall.

This fixes the lever on the wall to the right and makes it usable. Pull the lever to start the conveyer belt next to you; many golden pieces come tumbling down into the room. Put all those loose pieces together and you make...C-3PO! What happened to him?

Now that you've fixed C-3PO, get moving again. Outside the door that R2 just opened is a door that only a protocol droid can open.

Before you open the door, return to the area where you started this mission and use C-3PO to access the activation panel on the left wall to open the door.

Grab the LEGO canister inside and pull the lever on the right wall if you want to change your look with a new hat or hairdo.

After the canister has been added to your collection, return to the locked door you just skipped. Use C-3PO to open the door and go inside where you will immediately have to shoot the guards that try to shoot you.

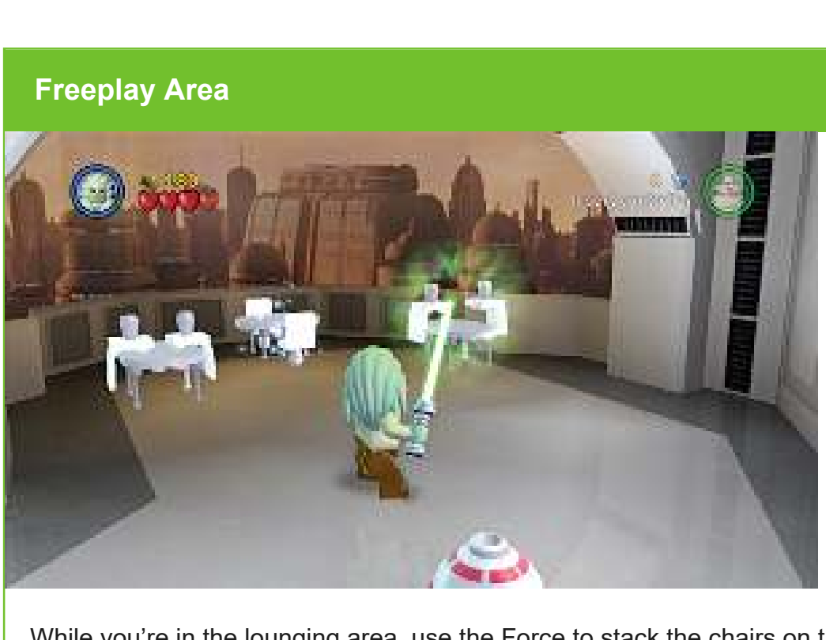
When the area is secure, shoot the equipment hanging from the ceiling to the right. After all the equipment comes crashing to the ground, it leaves behind a pile of loose LEGO pieces. Put the pieces together to form a mini car.

After you put the car together, put on a stormtrooper helmet from the helmet machine against the wall. Next, follow the hallway to the left and pick up the studs on the ground as you go. Shoot all the stormtroopers that try to stop you.

The room at the end of the hall has two elevators: One for bounty hunters and one for stormtroopers. Before you take a ride, shoot the stormtroopers in front of the elevators, as well as those lounging in the room to the right.

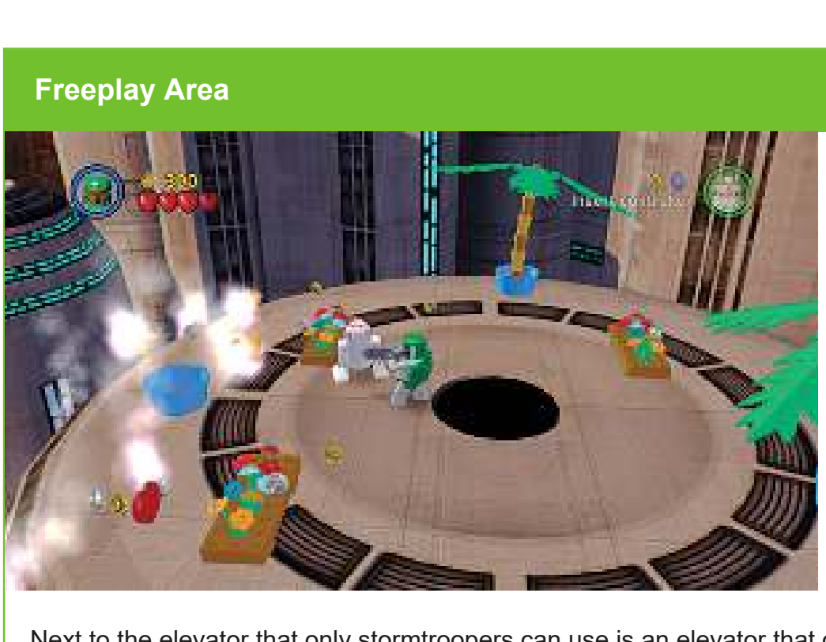
Once the area is clear, and while still wearing your helmet, use the activation panel to ride the elevator up.

Freeplay Area



While you're in the lounging area, use the Force to stack the chairs on the tables. To thank you for being so considerate, a LEGO canister appears overhead after the last set of chairs is stacked.

Freeplay Area



Next to the elevator that only stormtroopers can use is an elevator that only bounty hunters can use. Access the activation panel using your bounty hunter and ride the elevator to the roof.

There you find lots of beautiful plants...for you to destroy. Blast the planter boxes, then the trunks of the palm tress. Be sure to collect all the valuables that spill to the floor in the process.

When all the vegetation is gone, use the Force to put two of the nearby blue pots together. After a few seconds, they break apart, leaving a LEGO canister for you to collect.

Note

If you get shot and lose your helmet, go back and get another one.

The ride in the elevator takes you to a walkway outside. Grab the LEGO canister to the right of the elevator when you get out, then follow the walkway to the round landing pad ahead, which is heavily guarded.

Shoot the blue boxes on the left to get a power up, then concentrate on the guards. As you shoot the guards stationed there, more drop down to blast you. Keep firing and use the boxes around the area as cover until every last enemy is history.

Some LEGO pieces fall to the landing pad. Shoot any boxes still intact around you, then put those loose pieces together to make a red circle swirl pad.

Collect any studs on the ground, then use your ascension gun to swing to the walkway along the wall in the back of the area. Grab more studs on the ground.

Then jump into the crane. Move the head of the crane over the droids back on the landing pad. Use the crane to lift up the droids one by one to bring them over to the ledge with you.

When everyone is across, use the red circle swirl on the other side of the walkway to grapple to the ledge above you. Assemble the LEGO pieces on the ground to make a lever on the wall.

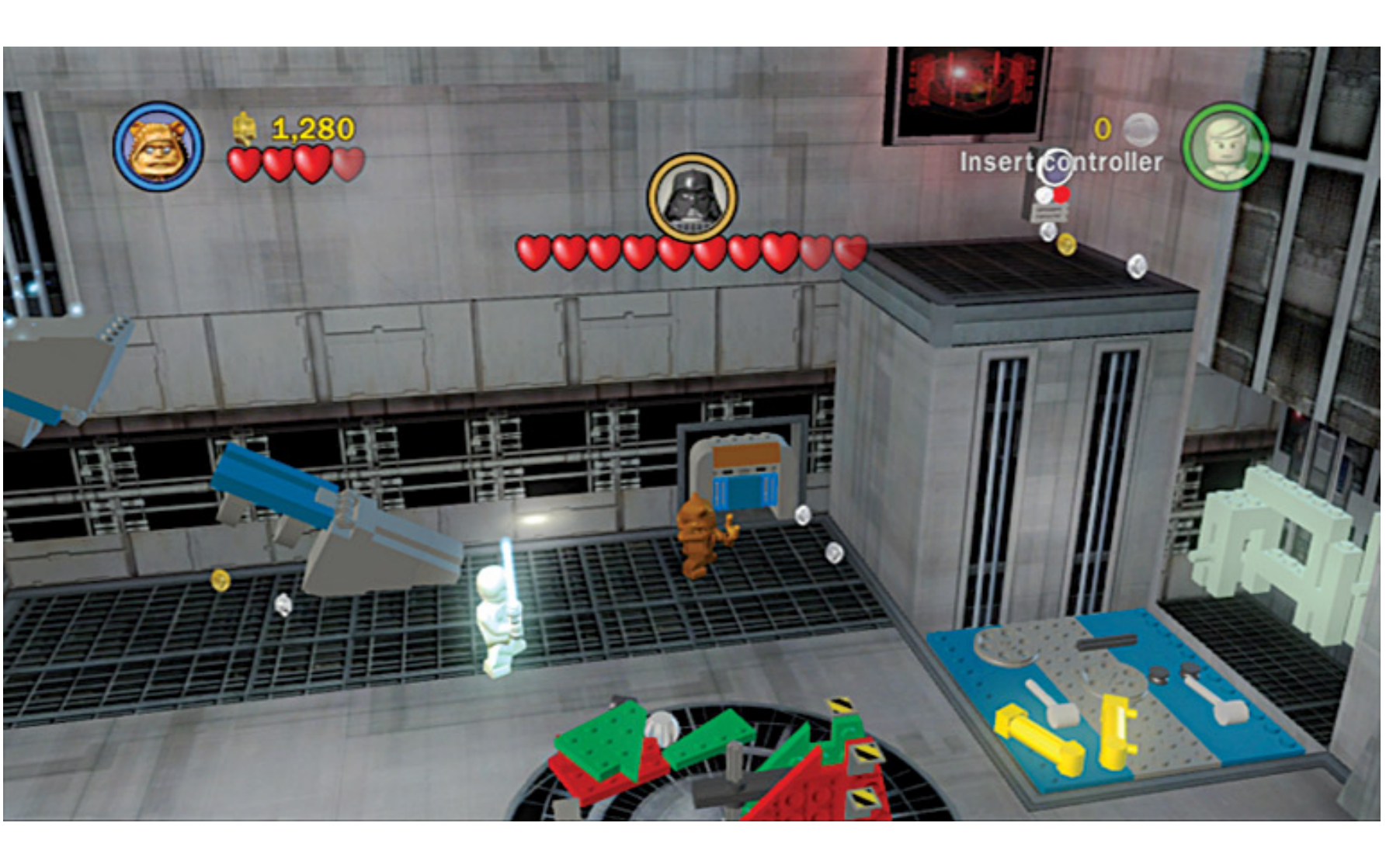
Pull the lever to lower the elevator nearby so the droids can use it to get up to you. With the elevator lowered, follow the walkway to the right until you get to a conveyer belt.

Jump over the red beam crossing the conveyer belt and step on the button on the ground. This stops the conveyer belt from moving and allows the rest of your party to catch up.

Follow the narrow ledge as it wraps around the building until you get to some equipment that blocks the path of the droids. Use R2-D2 to fly around the blockage to the other side of the ledge.

On the other side, he can follow the side of the building and fly to another ledge across the way.

Once he activates the panel on the wall over there, a blue and gray bridge comes out so everyone but C-3PO can cross. Shoot the troopers that drop down on you.

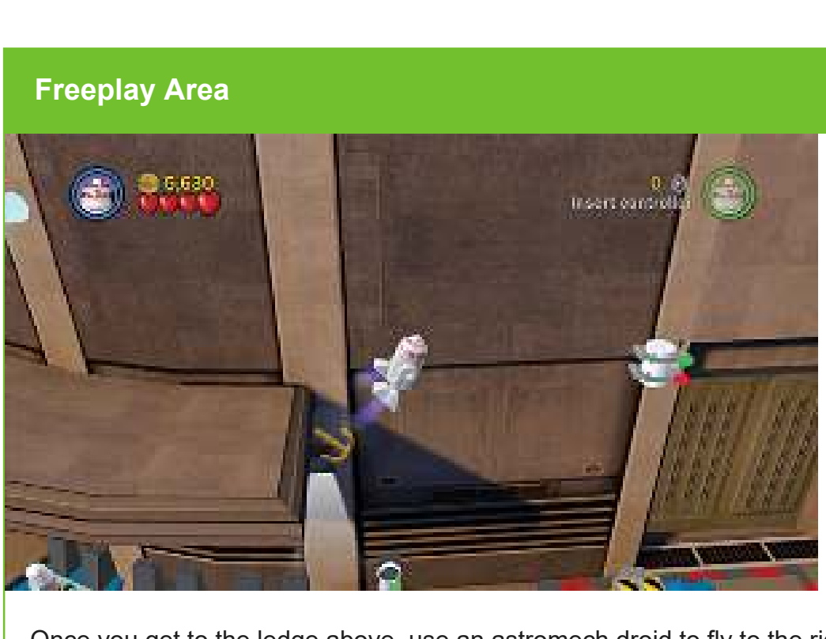


Fly R2 around the equipment blocking the path so he can get to the other side.

Now that most of the characters can cross the bridge, have Princess Leia use her ascension gun on the red circle swirl near the activation panel to get to a ledge above.

Run to the left of that short ledge and shoot the equipment on the wall. The debris rains down on the path below and destroys the blockage that is stopping C-3PO. Now he can rejoin your group.

Freeplay Area



Once you get to the ledge above, use an astromech droid to fly to the right for a LEGO canister.

The rest of the walkway is blocked with two movable orange boxes and a stationary blue one. Blast the blue box, then push the two orange boxes into the right.

After you move the orange boxes, the rest of your team should be able to get by to the door. C-3PO can use the activation panel on the wall to open the door.

Inside the hallway beyond the door are more stormtroopers. Drop them quickly when they start shooting at you. Move down the hall shooting any more troops that charge into the area.

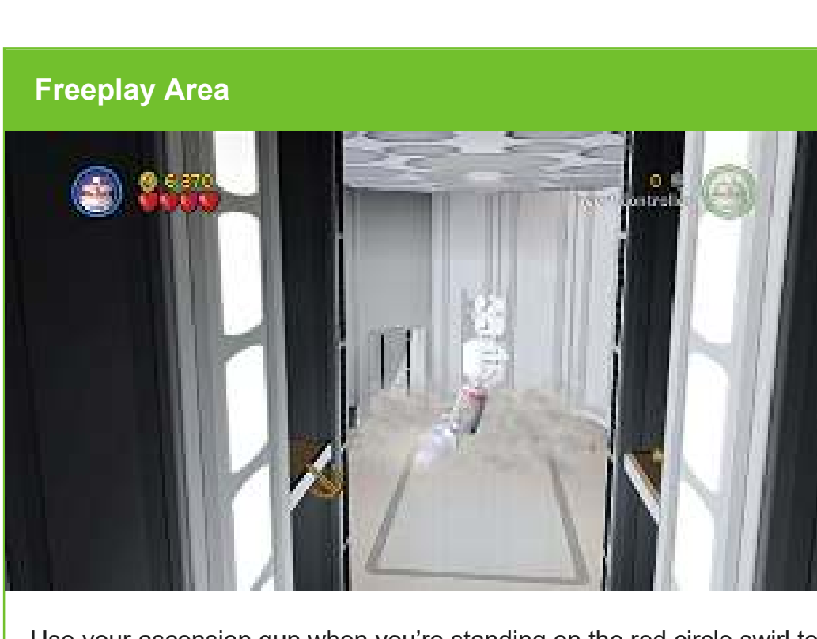
When you get to the center of the hall, assemble the loose LEGOs you find to form the third of three towers in the area. A LEGO canister appears next to you; add it to your collection. Shoot the white wall panels as you go to uncover hidden loot.

Continue down the hall and shoot more stormtroopers that rush in to greet you. Follow the hall as it bends to the right and run past the red circle swirl on the ground—you don't need to use it yet.

The main hallway ahead is blocked by deadly gas and a small hall to the left has a door that only R2 can open.

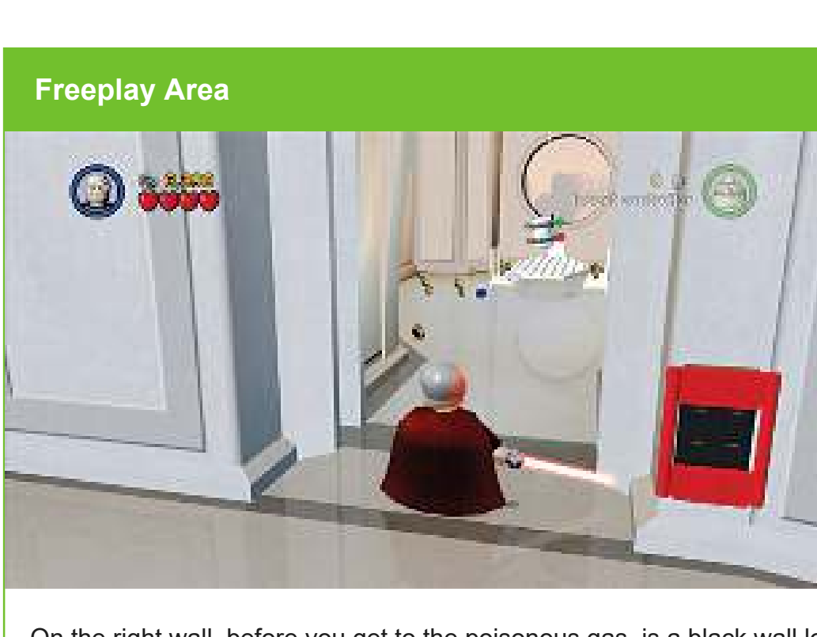
Skip the side hall for now and use R2 to roll through the gas and use the activation panel on the left wall. This shuts off the gas and makes it safe for everyone to join you.

Freeplay Area



Use your ascension gun when you're standing on the red circle swirl to grapple to a ledge above. Grab the studs you find, then use R2-D2 to fly to the other three ledges nearby for even more goodies.

Freeplay Area



On the right wall, before you get to the poisonous gas, is a black wall lock. Use the dark side of the Force to bust the lock open and open the door next to it.

Inside is a large table at which somebody probably had a pretty good meal. Collect the studs on the ground, then grab the LEGO canister on the table.

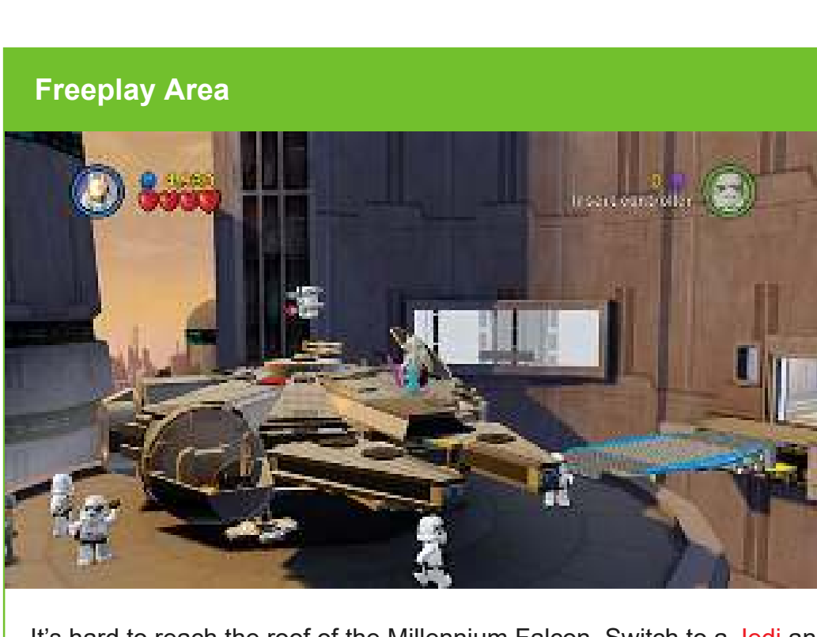
Follow the rest of the main hall as it bends to the left until you get to a small room looking out at the *Millennium Falcon* on the landing pad.

Step on the red floor switches on both sides of the room to turn them green and fix the levers at the center of the room. Pull the levers to make a bridge extend out to the landing pad outside.

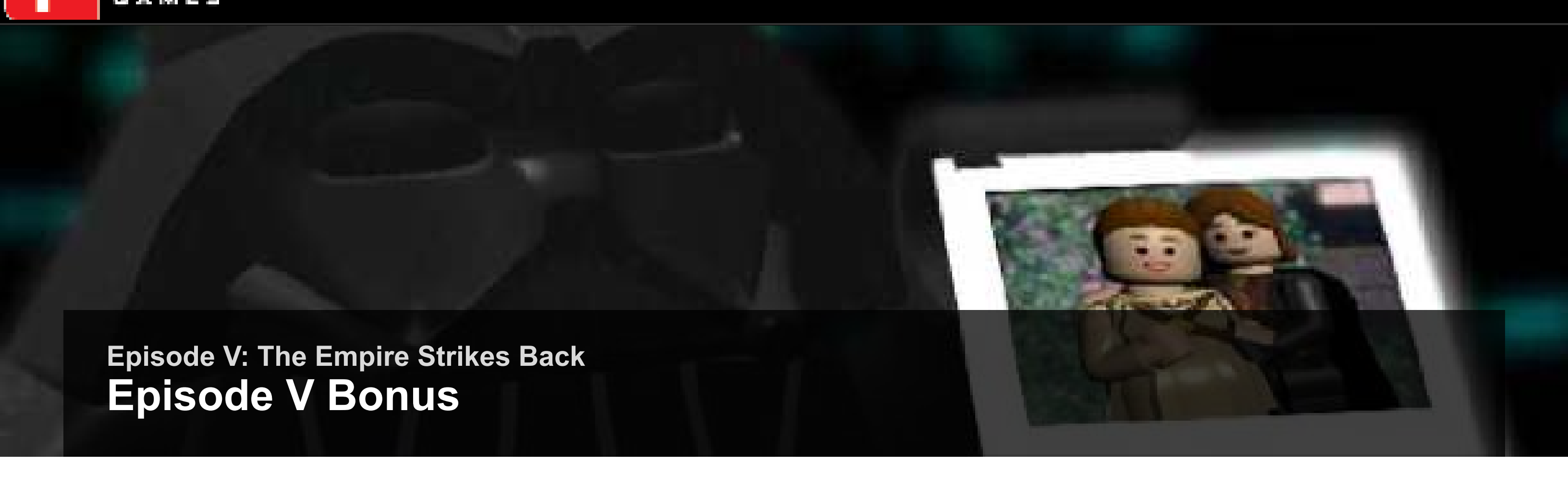
Now backtrack to the locked door you recently skipped and have R2-D2 access the activation panel on the wall to open it. Run outside and across the bridge to get to the *Falcon* .

As soon as you step on the landing pad, stormtroopers drop from the sky to stop you. Blast each and every one until the coast is clear. Run up the ramp on the left of the *Falcon* to blow this joint.

Freeplay Area



It's hard to reach the roof of the Millennium Falcon. Switch to a Jedi and double jump to the top where you can grab a LEGO canister for your collection.



Episode V: The Empire Strikes Back

Episode V Bonus

The bonus section for Episode V contains three parts. The first part requires you to play through all the chapters of Episode V in less than one hour while collecting 100,000 studs.

The second part has you fighting through the dangerous landing pads and walkways of Cloud City to collect one million studs in less than five minutes.

And the third part has you flying along the white snowfields of Hoth in search of one million studs in less than five minutes.

After you successfully complete each part of this bonus section, you get a gold brick for your collection. If you don't complete a mission in the allotted time, you just have to play again until you are successful.

Super Story

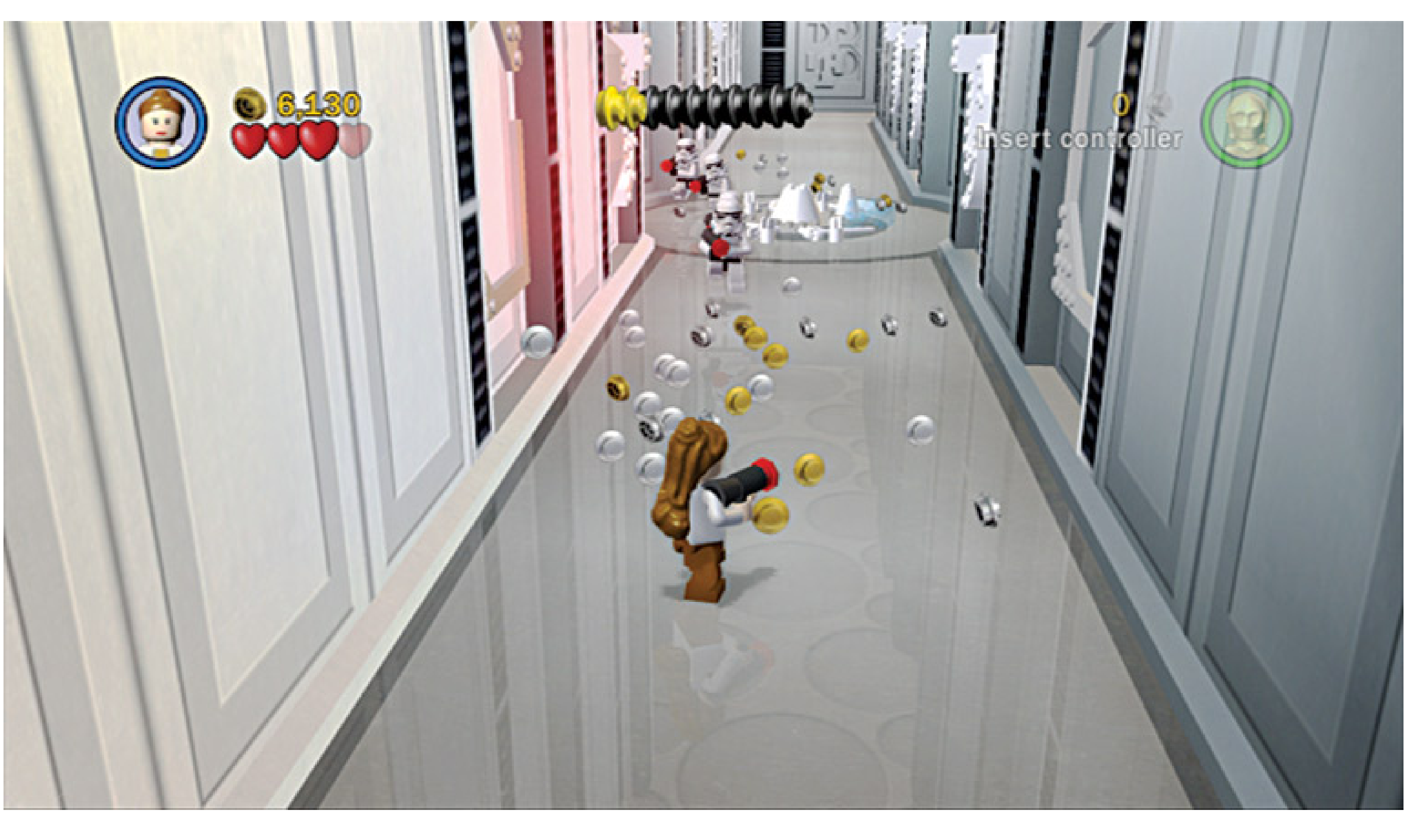
The super story in this bonus chapter is just like the super story for Episode IV.

Here you have to run through the previous six missions: "Hoth Battle," "Escape from Echo Base," " *Falcon* Flight," "Dagobah," "Cloud City Trap," and "Betrayal over Bespin."

You must play thorough all six chapters consecutively while grabbing 100,000 studs in less than an hour. You have already played through these missions, so you should know them pretty well and know what areas have studs.

Don't waste time in areas where you aren't going to find many studs or that are way off the beaten path and might cause you to waste precious time.

As you move, be sure to hit the areas that have the blue studs or many studs in a centralized location. When you reach your stud goal, you can concentrate on getting through the levels quicker so you can finish in less than an hour



Cloud City has many wall panels hiding studs.

Character Bonus (Cloud City)

While the Rebel Alliance struggles heroically with the oppressive Empire, and as Luke Skywalker moves closer to his epic destiny, daily life goes on across the galaxy.

In the dangerous corridors of Cloud City, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil…

You start this adventure on the dangerous landing pads of Bespin, where you have only five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style so you can choose the main character you want to play, and the game will pick the rest of your playable characters, all of whom have different abilities.

Try to use a bounty hunter and a ghost character for this mission. Bounty hunters have thermal detonators that you can use to destroy any shiny equipment you find. The ghost of Obi-Wan will be useful to get you out of danger.

The landing pads around Bespin are connected by a system of walkways. Sometimes these walkways are not extended. If this is the case, find a red switch on the ground near the side of the landing pad.

Step on the switch and the walkway in front of you will extend and connect to the next pad.

But by using Boba Fett, you don't always need the walkways to get from landing pad to pad; you can just fly across the gaps. Not extending all the walkways prevents your enemies from chasing you.

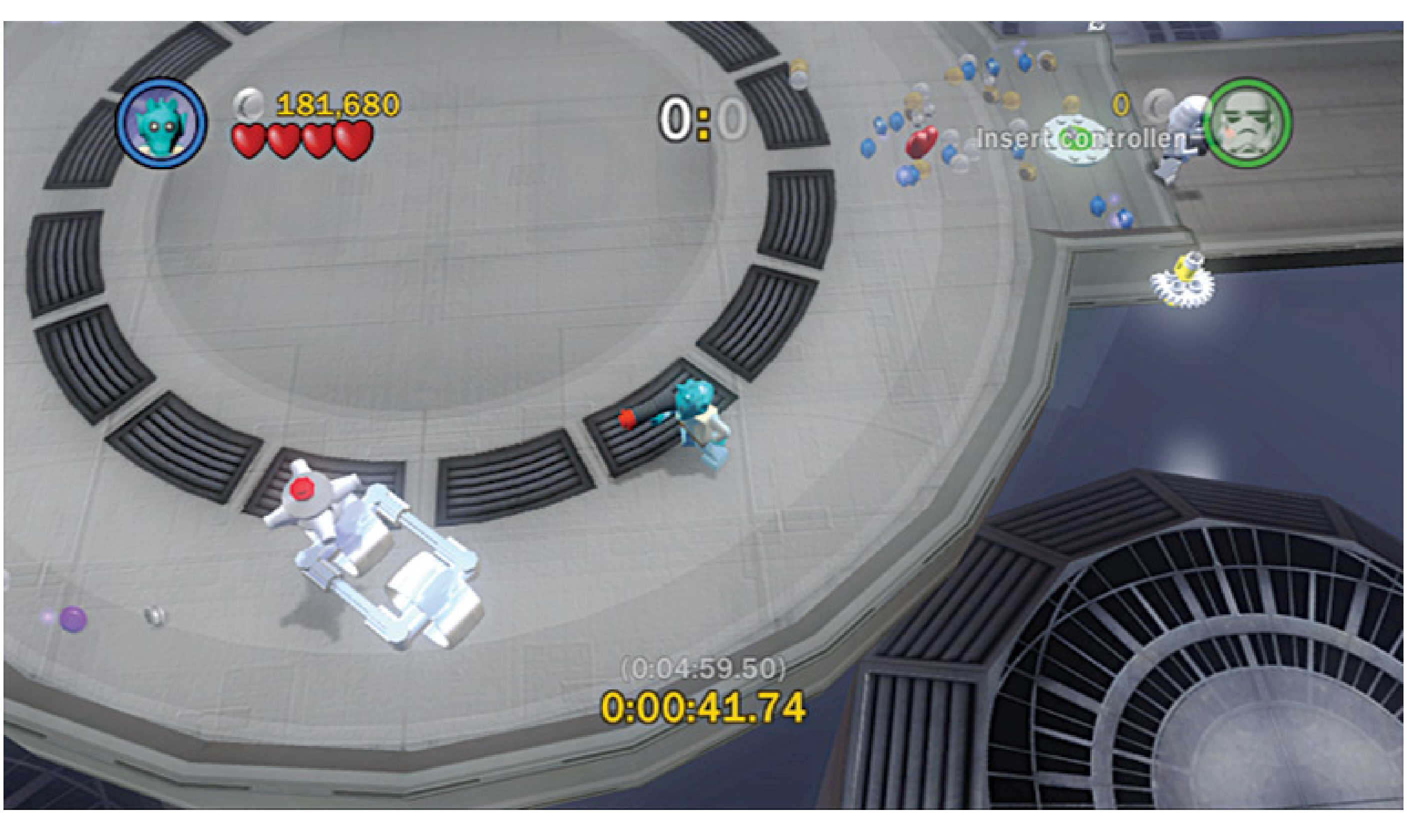
After you start the mission, head south while blasting all the gray fence pieces around you because they are loaded with studs.

When you are as far south as you can go, look for large blue boxes around the landing pads and blast them open to spill a large number of studs on the ground. The very best items to destroy, though, are the pieces of shiny metal equipment.

Use your thermal detonator to blast that equipment to bits to find valuable purple and blue studs as well as power ups.

Stay in this area, moving back and forth, destroying everything in sight and collecting everything that litters the ground.

When your power up starts to wear off, quickly blast some equipment and grab a new one. Keep moving along these landing pads, collecting studs until you reach the one million mark.



Use your bounty hunter's thermal detonators to destroy the shiny metal equipment for some power ups

Minikit Bonus (Hoth)

While the Rebel Alliance struggles heroically with the oppressive Empire, and as Luke Skywalker moves closer to his epic destiny, daily life goes on across the galaxy.

On the frozen planet Hoth, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil…

You start this last part of the bonus chapter by flying over the icy lands of Hoth. You have five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style so you can choose the main vehicle you want to fly, and the game will pick the rest of your playable vehicles, which you can use at any time during the mission.

The vehicle you will use most on this mission is the snowspeeder because of its useful tow cable. As you skim across the planet's snowy surface, many TIE fighters, AT-AT walkers, and AT-ST walkers are out to get you.

Luckily, the snowspeeder has just the right amount of quickness and maneuverability to get you through this mission alive.

The mission takes place on a large circular ice field on Hoth, with a large mountain in the field's center. Hoth might be a frozen planet, but the land is covered in green trees.

As you buzz around the area, fire your guns at the greenery and studs will litter the ground for you to pick up.

Hidden among the green trees are some shiny metal ones that can't be destroyed with your blasters, so fly on past them. If you start to get low on health, destroy enemy vehicles. They often drop hearts.

While the trees are a good source of studs, they are not the best source. On one side of the ice field is a purple bomb dispenser.

Fly past the bomb dispenser a few times to pick up three bombs, then fly around the circular field to the opposite side of the area until you find the piece of equipment with the pinkish reticle on it.

Fire your bomb at the reticle, and the equipment shatters, spilling valuable purple and blue studs to the snow below. Fly in quickly to pick up the loot before it disappears.

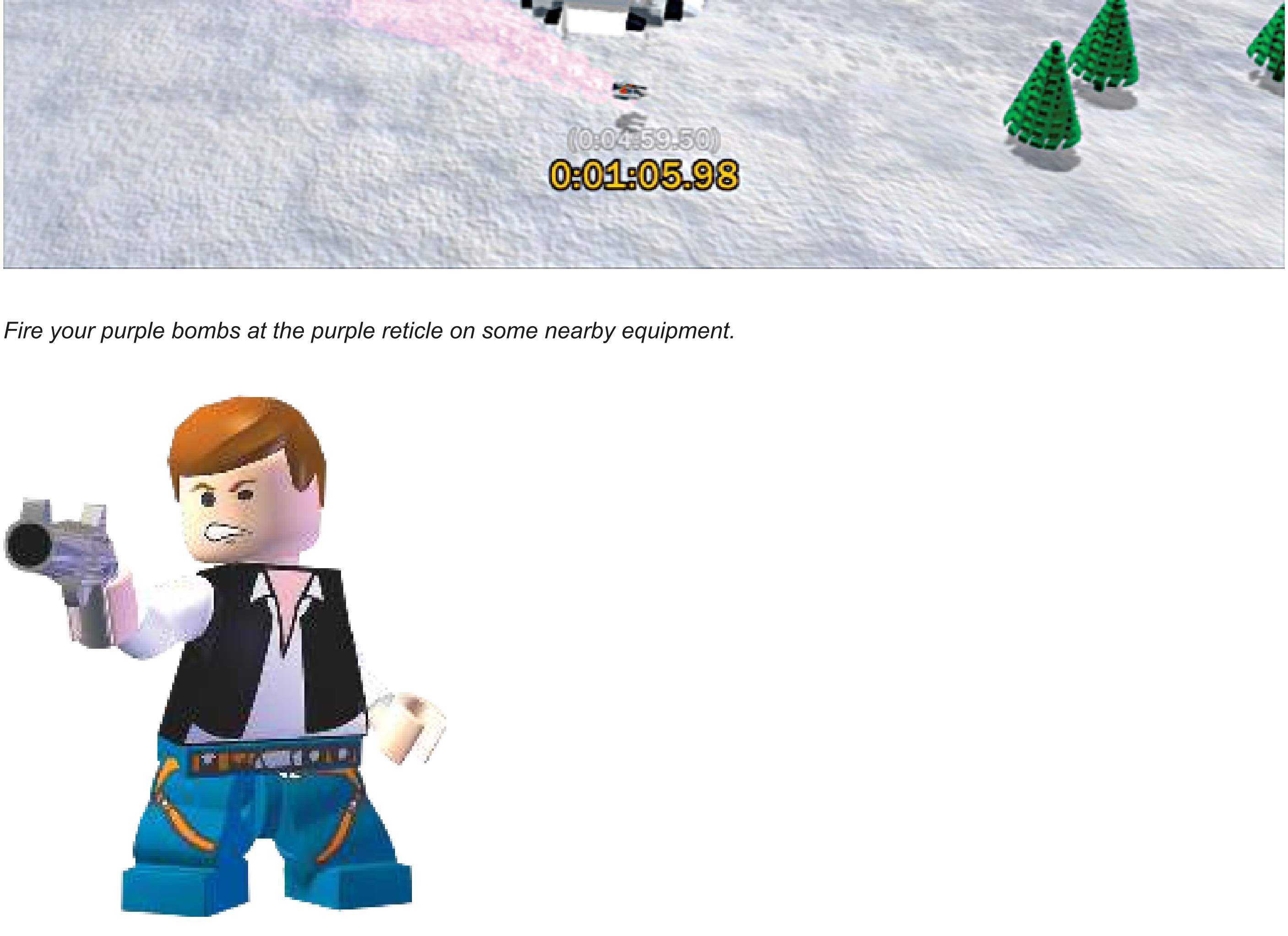
It doesn't take long for the equipment to respawn, so you can fire more bombs at it and collect more studs.

As you fly around the snow, you'll also see large white barricades scattered about. These barricades hold many valuable purple and blue studs, but blasters have no effect on them.

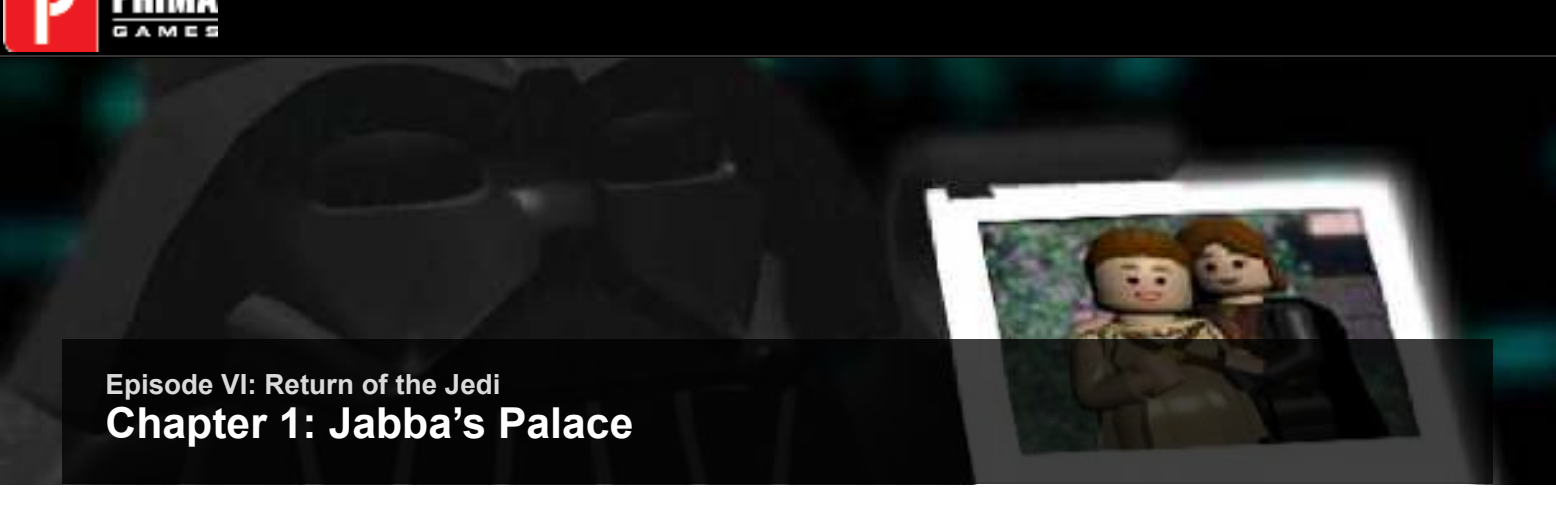
Luckily, a rolling bomb dispenser is on the side of the center mountain. Fly your snowspeeder in close to the dispenser and grab the round bomb with your tow cable.

As you drag the bomb behind you, shoot all the trees that might be in your way. When you get to a barricade, release the tow cable to send your bomb rolling toward your target.

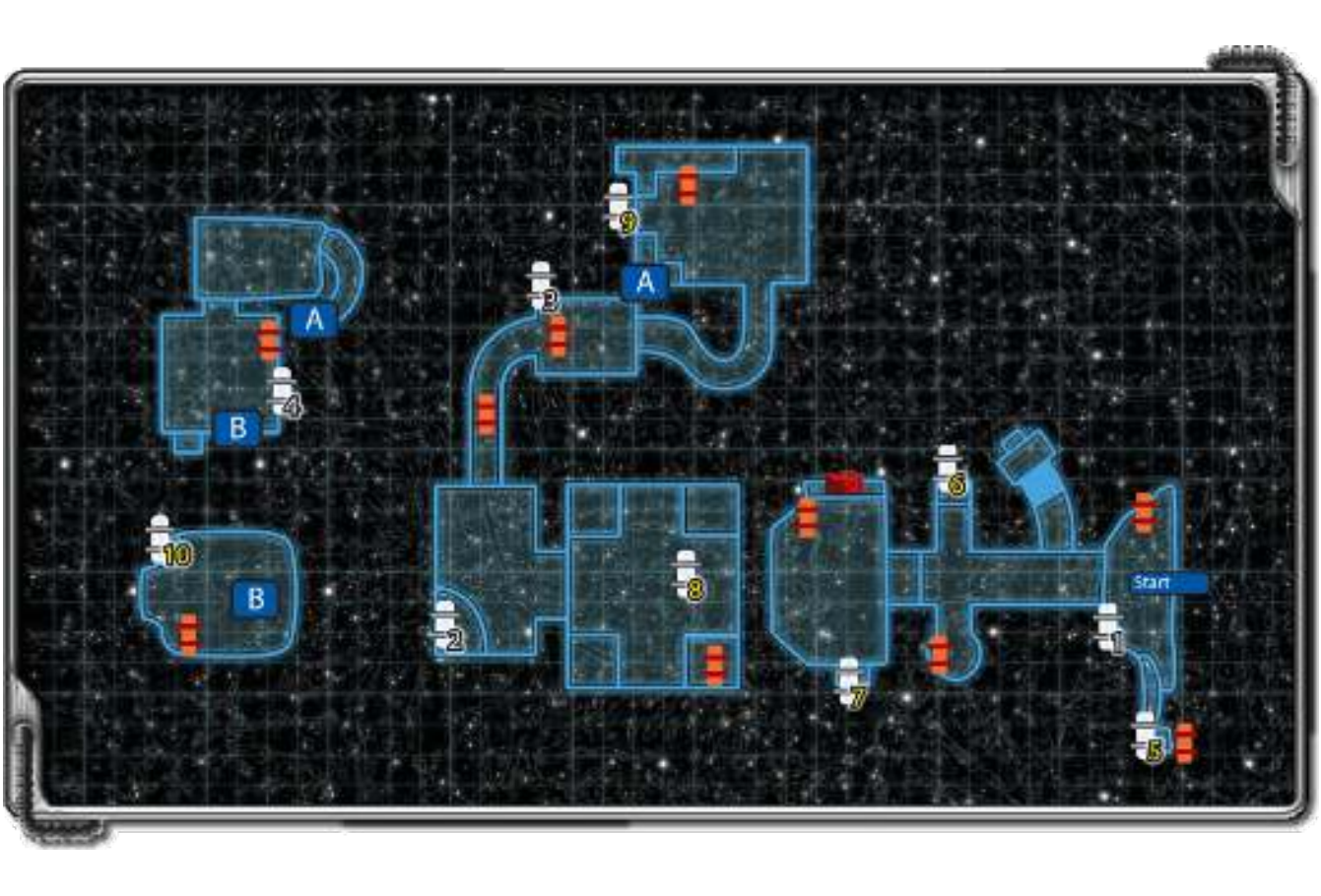
After the barricade is destroyed, fly among the debris and grab all the good loot. Continue to destroy the barricades and the purple targets until you reach one million studs and are declared the winner.



Fire your purple bombs at the purple reticle on some nearby equipment.



Episode VI: Return of the Jedi
Chapter 1: Jabba's Palace



LEGEND

- 1 Grapple to the ledge that's to the left of Jabba's palace and jump to the left to another ledge.
- 2 Assemble the loose pieces on the left to form a bomb you can detonate to create a hole in the wall behind it.
- 3 Smash the brown grates on the floor and follow the tunnel under the floor.
- 4 Put on a stormtrooper helmet and open the door in the left wall.
- 5 Use the dark side of the Force to break apart the black pieces to the left, then grapple along the ledges.
- 6 Use a protocol droid to open the cell door.
- 7 Use an astromech droid to open the door on the left of the room where you found Luke.
- 8 Use a small character to move through the travel chutes along the left side of the room until you get to a passage under the floor.
- 9 Use the dark side of the Force to shatter the grate on the wall in the back of the room.
- 10 Grapple to a ledge in the top right corner of the monster pit, then double jump to an even higher ledge.
- Grapple to the ledge above the room where you find Luke.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Luke had better know what he is doing back here on Tatooine at Jabba's palace. He sends the droids in first, and then Leia and Chewbacca, to get Han Solo back!

That is some friend. Hopefully everything will go according to plan because Jabba and his friends are a dangerous bunch and somebody is likely to get killed.

For now, stick to the plan for getting inside Jabba's palace. From your starting location, follow the narrow path to the left and collect the blue stud at the end.

Search the rest of the ground around the area for more studs to add to your collection. Be sure to shoot the brown LEGO piles for more hidden goods.

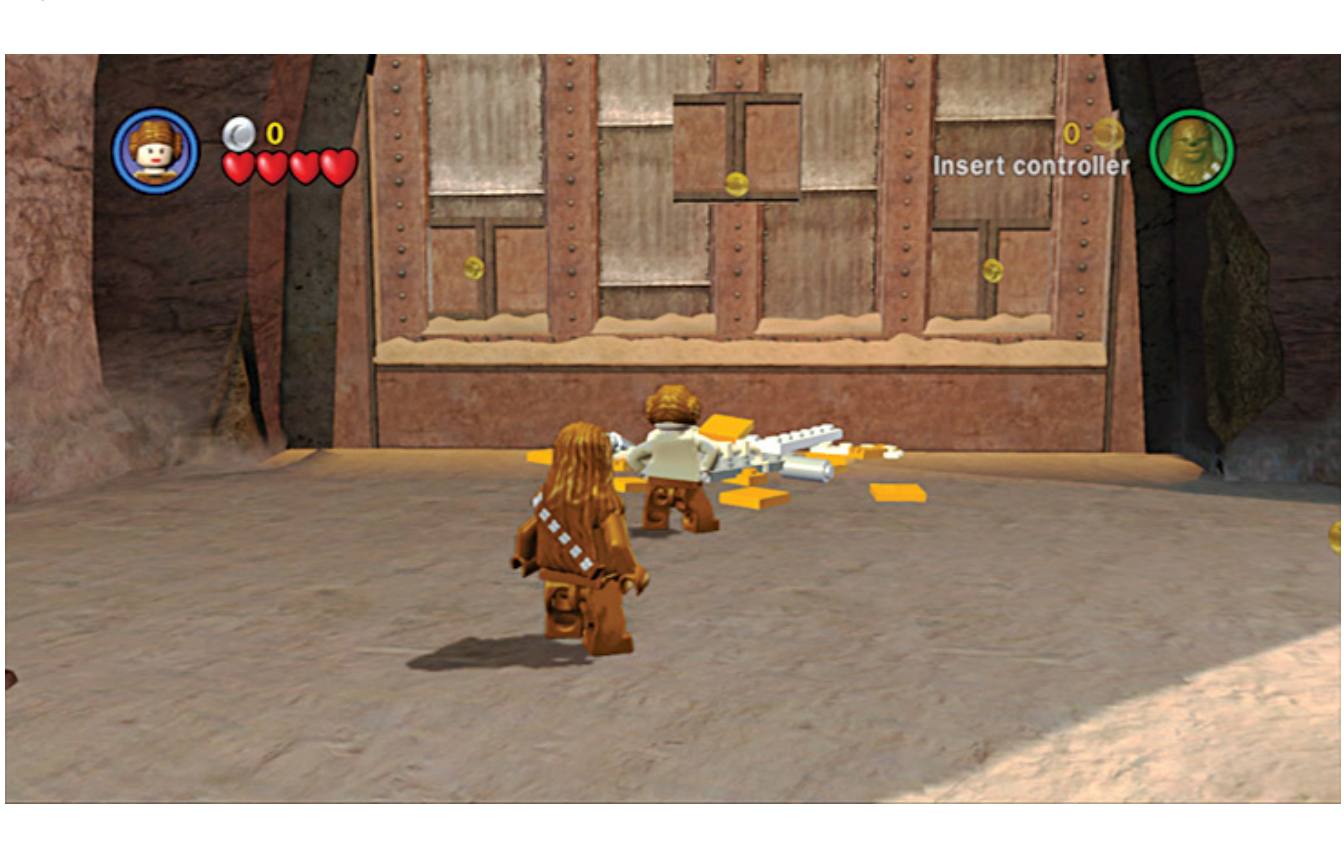
The shiny metal piles of LEGOs can only be destroyed with thermal detonators, so you'll have to come back later.

Run at the huge door in the distance and grab the gold stud inside the left-hand alcove in the door. Grabbing the stud opens a small window behind it and a turret gun comes out to shoot at you.

Retreat back to where you started and fire at the turret from a distance while avoiding its fire. After the gun is destroyed, repeat the process with the gold stud on the right.

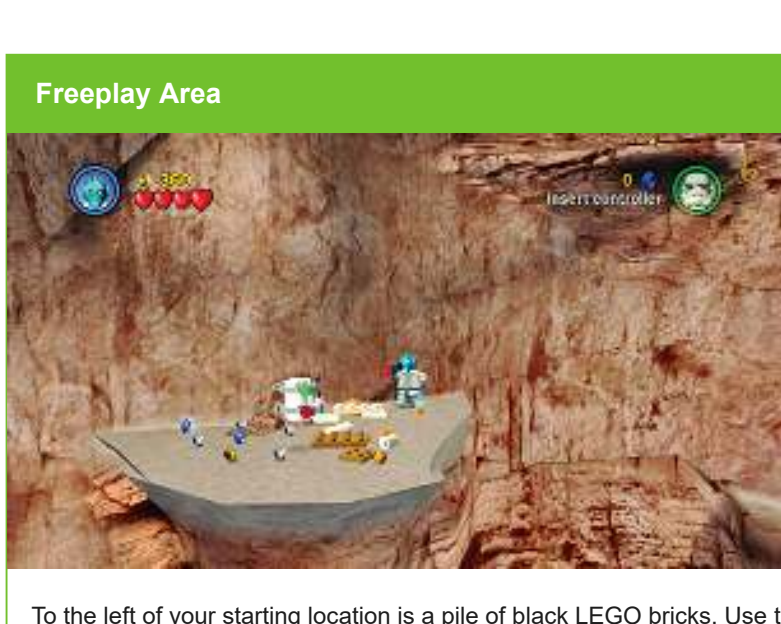
Now return to the door and assemble the loose LEGOs you find there. Collect any studs and hearts that appear and jump on top of the platform you made.

From there, grab the last gold stud in the door. Another turret appears; destroy it like the others. After it blows, the door opens for you.



Grab only one stud from the door at a time because you have to take out a turret gun behind each one.

Freeplay Area



To the left of your starting location is a pile of black LEGO bricks. Use the dark side of the Force to break them apart and collect the studs that spill out.

Switch to a character with an ascension gun and use the red circle swirl that is now visible to grapple to the ledge above. Run to the left until you find another red circle swirl, then grapple to yet another ledge.

Run to the left and jump down when you get to the end. Collect the blue studs and LEGO canister on the ground. Use the Force to assemble the loose LEGOs on the ground.

This creates a hook on the side of the cliff and a red circle swirl on the ground. Use your ascension gun on the circle swirl to swing back to where you started.

On your way into Jabba's palace, shoot the platform you put together for a few extra studs. As you enter the palace hallway, some Gamorrean guards drop through chutes into the palace to greet you.

These guys are tough and take three shots before they die! Each one deflects your first blaster hit with his axe, but two more direct hits drop each guard to the ground.

Clear out all the guards from the area near the entrance, then grab the power up along the right wall.

With the immediate threat gone, you have to act fast. Near the entrance to the palace, quickly assemble the LEGO pieces on the ledge to the left of the hallway. The loose pieces form a jukebox that starts to play music.

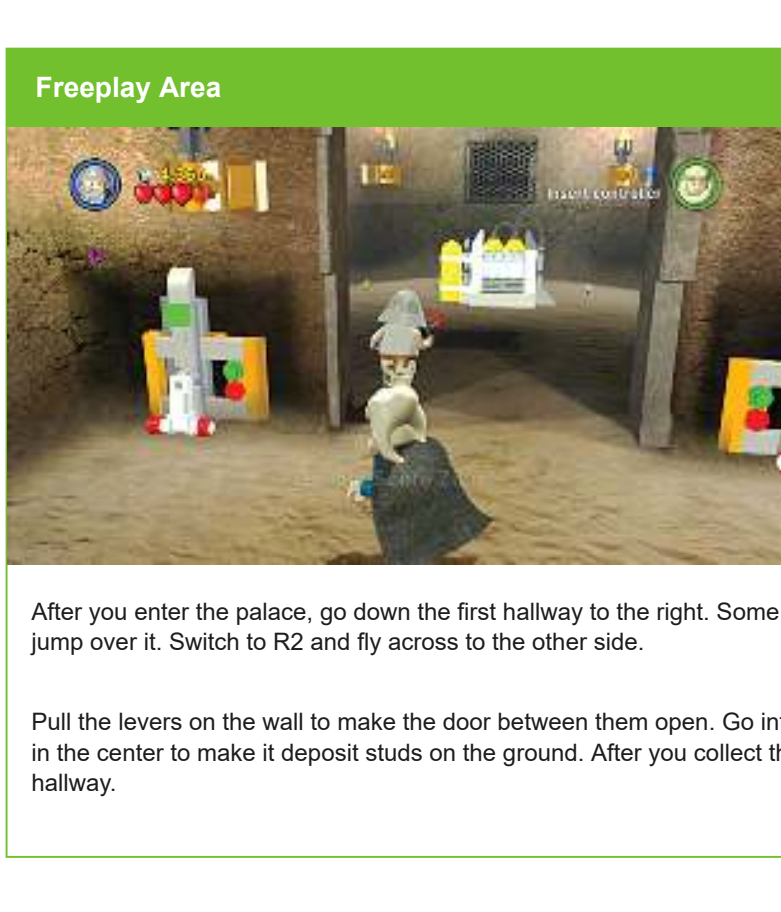
When more guards slide down chutes into the hallway, they immediately start to rock out, playing air guitar on their axes.

While they rock out, pull the lever on the wall under each chute to close them so no more guards can slide down. With the chutes closed, you can finish off these rockers.

Tip

Smash all the light fixtures along Jabba's walls to find lots of hidden studs.

Freeplay Area



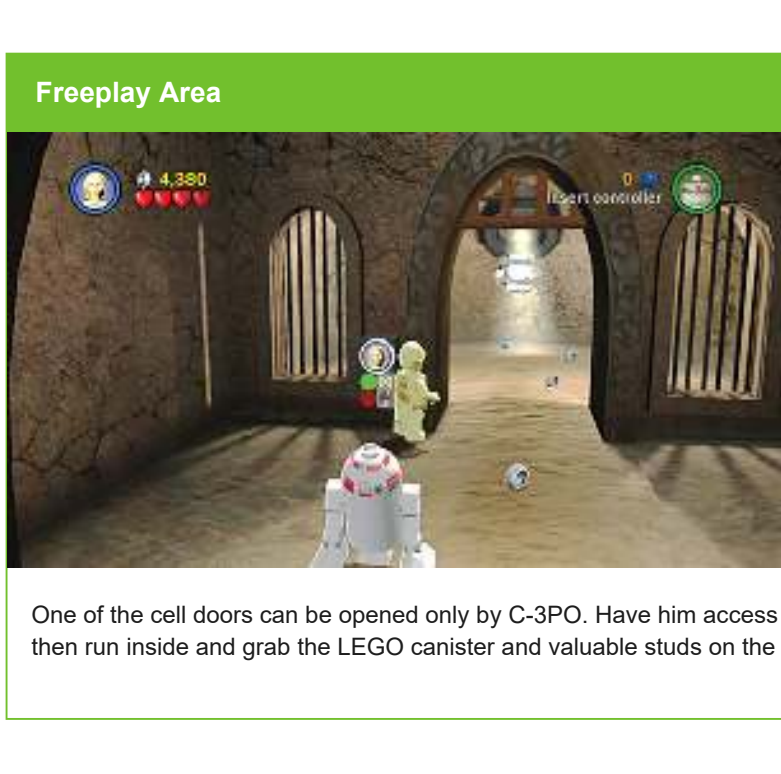
After you enter the palace, go down the first hallway to the right. Some water cuts through your path and it's too wide to jump over it. Switch to R2 and fly across to the other side.

Pull the levers on the wall to make the door between them open. Go into the room and use the Force on the equipment in the center to make it deposit studs on the ground. After you collect the loot, go back across the water to the main hallway.

Move down the hall and be sure to shoot the lights on the walls for some hidden loot. The gate at the end of the hall is closed and only a bounty hunter can open it.

Run into the room to the right and find two more guards who need to be taught a lesson. Assemble the loose LEGO pieces on the ground near the cage door to form an access panel that only a protocol droid can use.

Freeplay Area



One of the cell doors can be opened only by C-3PO. Have him access the activation panel on the wall to open the door, then run inside and grab the LEGO canister and valuable studs on the floor.

Only a bounty hunter can open the large door at the end of the hall. Head into a room to the left and eliminate the guard that slides down the chute in the ceiling. Then pull the switch under the chute to close it.

Dispatch any additional guards that might have dropped down to stop you. When the coast is clear, pull the other lever in the room to get a new helmet. Now you look just like a bounty hunter.

Return to the locked door outside the room and access the control panel to the left of the door. Because you look like a bounty hunter, the door opens for you. Open the door to find Luke waiting for you.

Once he joins your party, run back outside and use your thermal detonator on all the shiny pieces of metal outside. After you destroy the pile to the left of the main entrance, you see a red circle swirl on the ground.

Grapple to the ledge above, then run to the left corner. There you can jump to another ledge to the left and grab a LEGO canister in the process.

After you blow up all the metal pieces outside, run back to the room where you found Luke. Some Gamorrean guards are waiting for you, so take them out quickly.

Pull the levers on the wall in the back of the room to close the two guard chutes in the ceiling. Be sure to blast any more guards that get too close.

Note

It takes a lot of blaster fire to bring down a Gamorrean guard, but Luke can easily use the Force to break them into pieces in a much easier and safer way.

Now that the guards are gone, you can safely explore the room and shoot any light fixtures for hidden loot. Move to the right of the door you came through and put the LEGO pieces together to form a movable box.

Slide the box until you cover up the red flashing button on the ground. As soon as the button is pressed, a red circle swirl appears on the ground next to you, so use your ascension gun to grapple to the walkway above.

Follow the path above to collect studs and a red power brick.

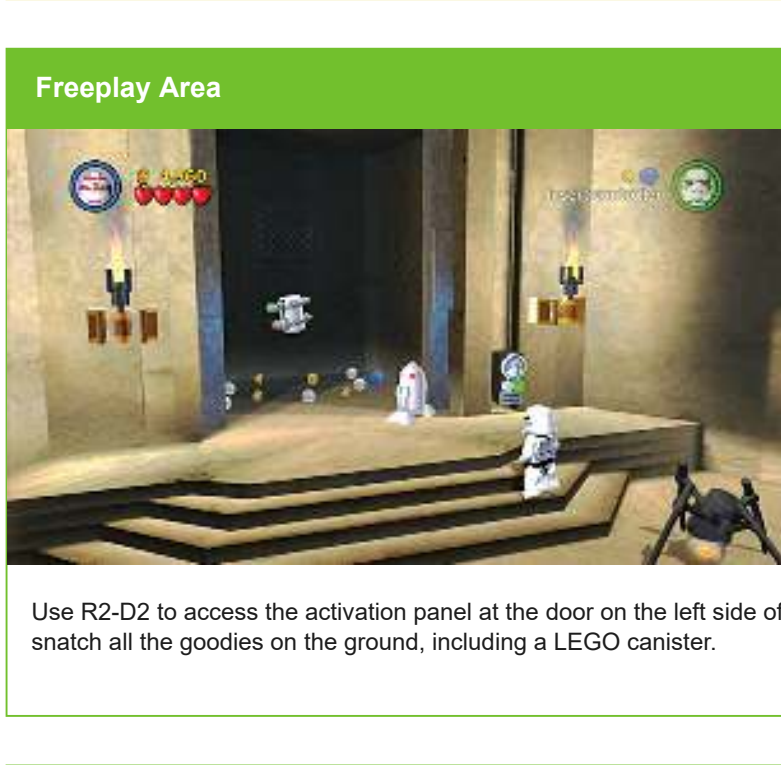
Near the red circle swirl on the ground is a cover in the wall that only the Force can move. Use Luke to move it to the ground nearby, then open the newly moved cover in the ground. Once the cover is open, jump inside and grab some blue studs.

With all the studs in hand, move to the big door in the back of the room and put the loose pieces together to form an activation panel. With your bounty hunter disguise on, access the panel, open the door, and run inside.

Note

If you are shot and lose your bounty hunter disguise, you can go back to the machine and get a new disguise as many times as you need to.

Freeplay Area



Use R2-D2 to access the activation panel at the door on the left side of the room. When the door opens, go inside and snatch all the goodies on the ground, including a LEGO canister.

Freeplay Area

A black grate covers the center of the room. Use the dark side of the Force to break it into tiny pieces. Don't fall into the opening you created or you'll die a painful death.

At the entrance to the new room is a bounty hunter helmet dispenser that you'll use later. The back wall of the room has a large brown gate, and the room corners each have a locked cell.

The room also has alcoves on the left and right walls. The first thing you need to do is run to the alcove in the left wall to find a chute coming out of the ceiling.

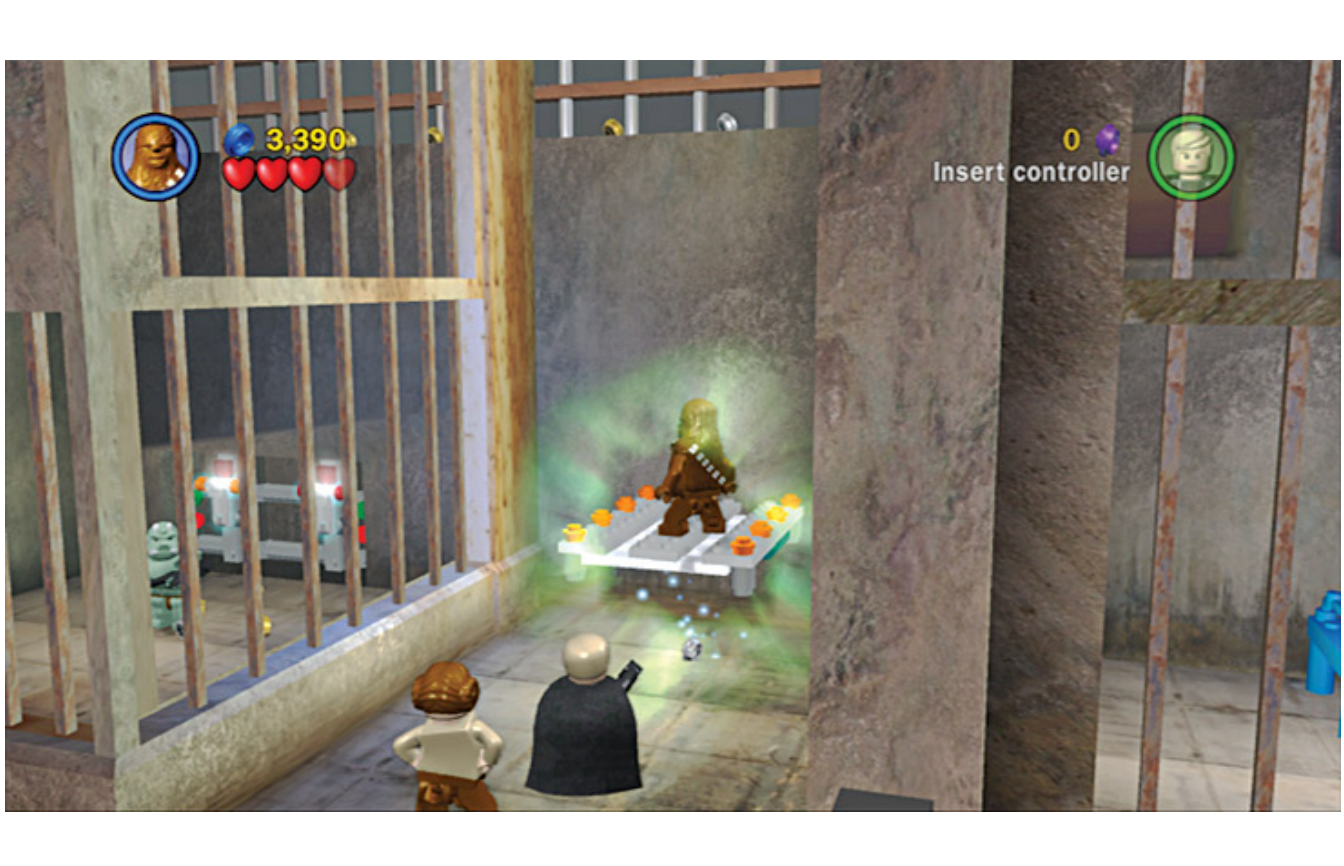
Dispatch Gamorrean guards that tumble out, then quickly pull the lever on the wall nearby to close the chute.

Run across the room and use the Force to break the pieces of an old droid on the ground to uncover hidden studs.

Next, run into the small alcove to the left of the droid. Shoot the equipment on the ground, then assemble the loose pieces into a platform. Jump on the platform, and Luke uses the Force to lift you high above the ground.

When you stop moving, jump to the ledge that runs along the wall next to you. Follow the ledge to the left and drop into the small room below you.

Take out the guard who's waiting for you. Now pull the levers on the wall. This opens the large gate in back of the main room.



After you assemble the platform, Luke uses the Force to give you a boost up

Freeplay Area

Use C-3PO to access the activation panel on the wall near the cell on the right. The cell door on the right opens up, allowing you to enter. Run inside and smash the blue bed frame to find some hidden loot.

Freeplay Area

The back-left cell has a small chute next to it. Switch to a small character and head through the chute to get inside the cell. Smash the bed frame, then move through another chute that you find in the cell.

This one takes you to the front-left cell where you can smash another bed frame and collect more studs. Destroy the grate on the ground and jump into the hole where the grate used to be.

Follow the tunnel under the ground and clean out all the studs you find. Follow the tunnel to the right until you get to some debris that blocks your path.

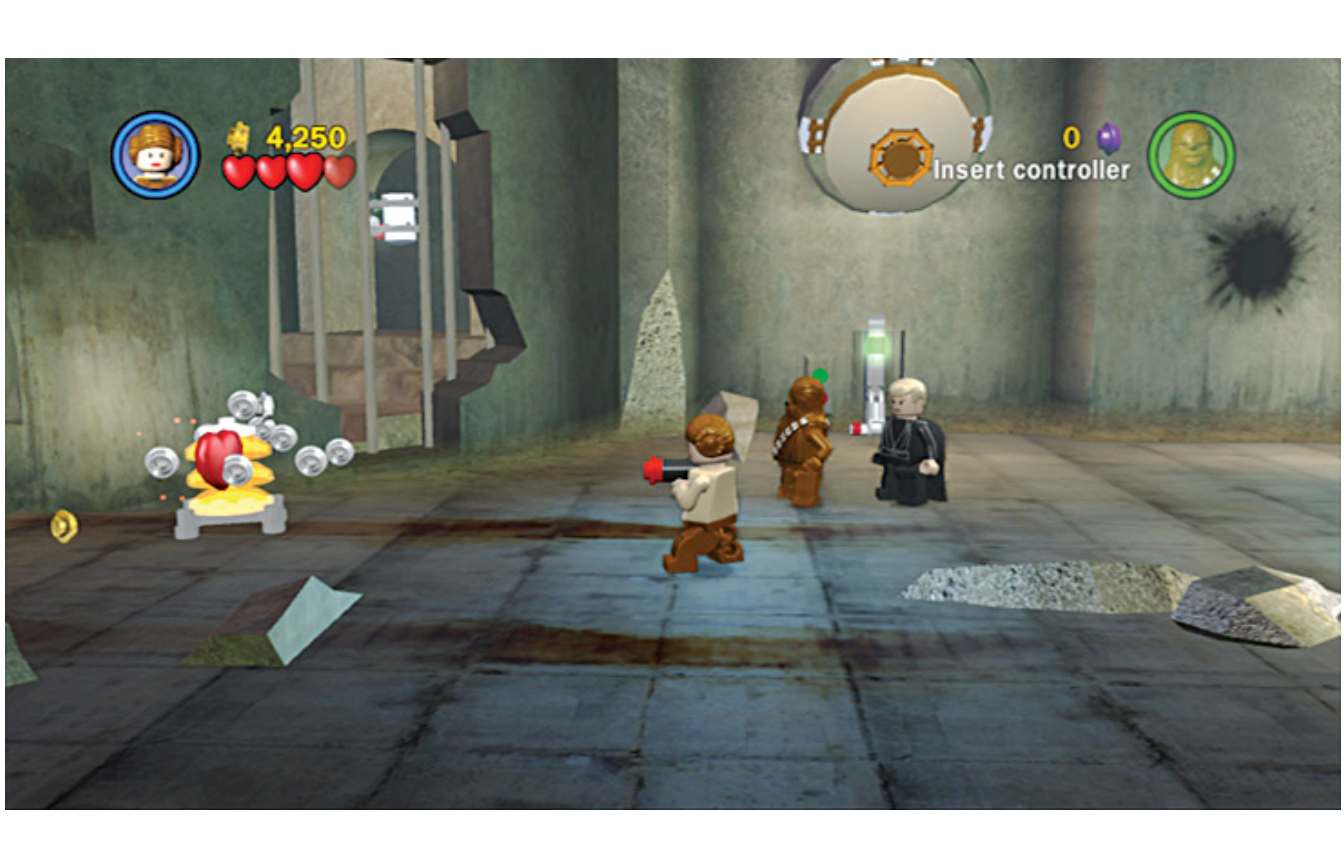
Use a thermal detonator to clear the way, then continue moving to the right until you grab the LEGO canister.

Behind the large gate you opened is a lot of silvery debris blocking your path. If you don't already have a bounty hunter mask on, return to the room's entrance and put one on.

Now that you look like a bounty hunter, toss a thermal detonator at the blockage. When it explodes, the whole thing crumbles to pieces. Now you can run into the next room.

Immediately run to the lever in the back of the room and pull it to close the guard chute coming out of the ceiling. Put down any guards that made it into the room before you continue.

Next, assemble the LEGOs along the left wall to create an explosive bomb. Shoot it a few times; it turns orange until it explodes and takes a chunk of the wall with it. Grab the blue stud it leaves behind, then move inside to get the LEGO canister.



Destroy the wall so you can get the canister inside.

Run to the right wall to find a closed gate. Shoot the orange LEGOs on both sides of the gate until they are completely destroyed. After the last one is gone, the gate rises up.

Follow the hallway beyond the gate until you get to a spot where you see white grates on the floor. Continue forward while avoiding the grates—they drop out of the floor when you touch them.

When you get to the end of the grates, shoot the two guards waiting for you. After they fall, run past the gate and follow the hallway to the next room.

Take out the set of guards in the back. When they rush you, shoot them before you get hurt. After eliminating them, use your lightsaber to smash the brown grates on the floor near the entrance.

Jump under the grates and follow the tunnel as it leads to the left and to a hidden LEGO canister. After you grab the canister, a platform below you raises you back up to floor level.

Then use the Force to move the LEGOs on the wall over to the floor nearby. Assemble the LEGOs into a step platform. Use the Force on the droid parts scattered about the room to find even more studs.

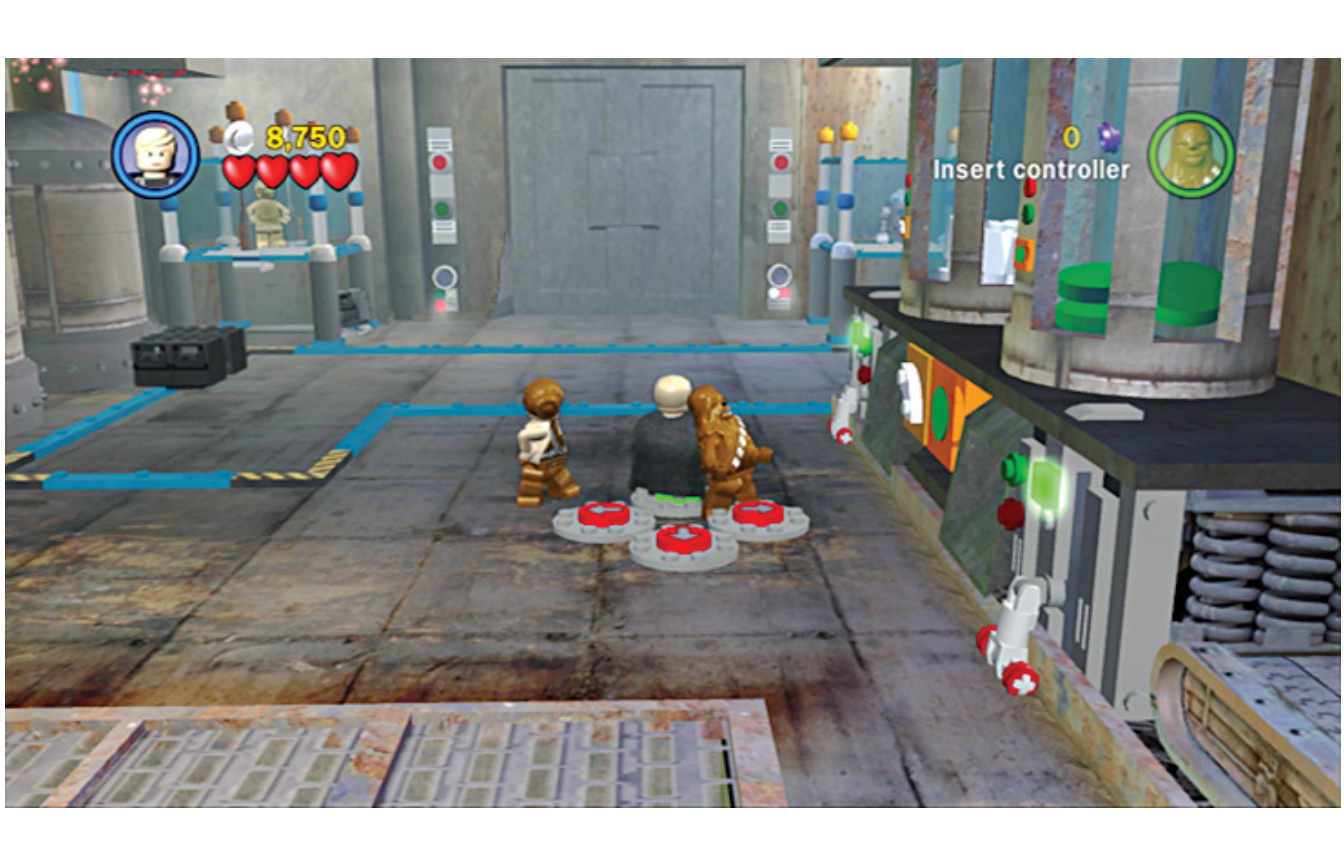
Now pull the two levers located on the equipment to the right to deposit more LEGOs on the ground. Assemble all the pieces to create four red buttons on the floor.

These floor buttons are the controls to the step platform you made earlier. Step on the button pointing up to move the platform to the north until it sits next to the tank holding C-3PO.

Jump on the platform, then double jump into the enclosure with your golden pal. With your added weight, the floor drops, allowing both of you to escape.

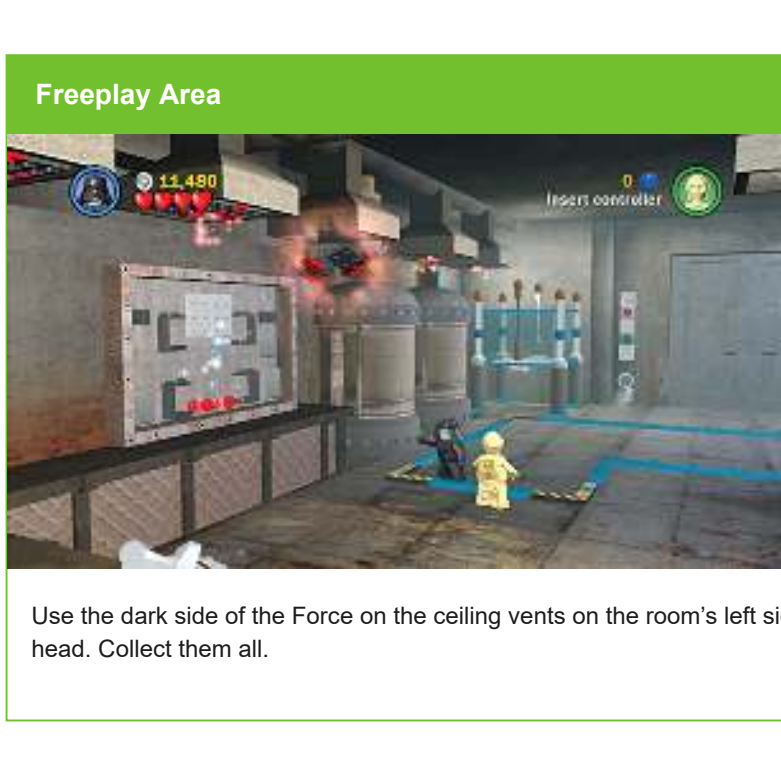
Return to the buttons on the floor and step on the one on the right. Move the step platform all the way over to the enclosure holding R2-D2. Jump on top of the platform, then into the tank with your other droid.

Once again, the floor of the enclosure drops, setting you both free. Now use C-3PO to access the activation panel to the left of the door, and use R2-D2 to access the panel on the right. After you activate the panels, the door opens so you can continue.



Step on the red floor buttons to move the step platform where you want it to go.

Freeplay Area



Use the dark side of the Force on the ceiling vents on the room's left side. When they explode, studs rain down on your head. Collect them all.

Follow the hallway behind the door as it snakes upward. Pick up the studs on the ground as you go, and assemble the loose LEGOs that you find to turn them into another jukebox.

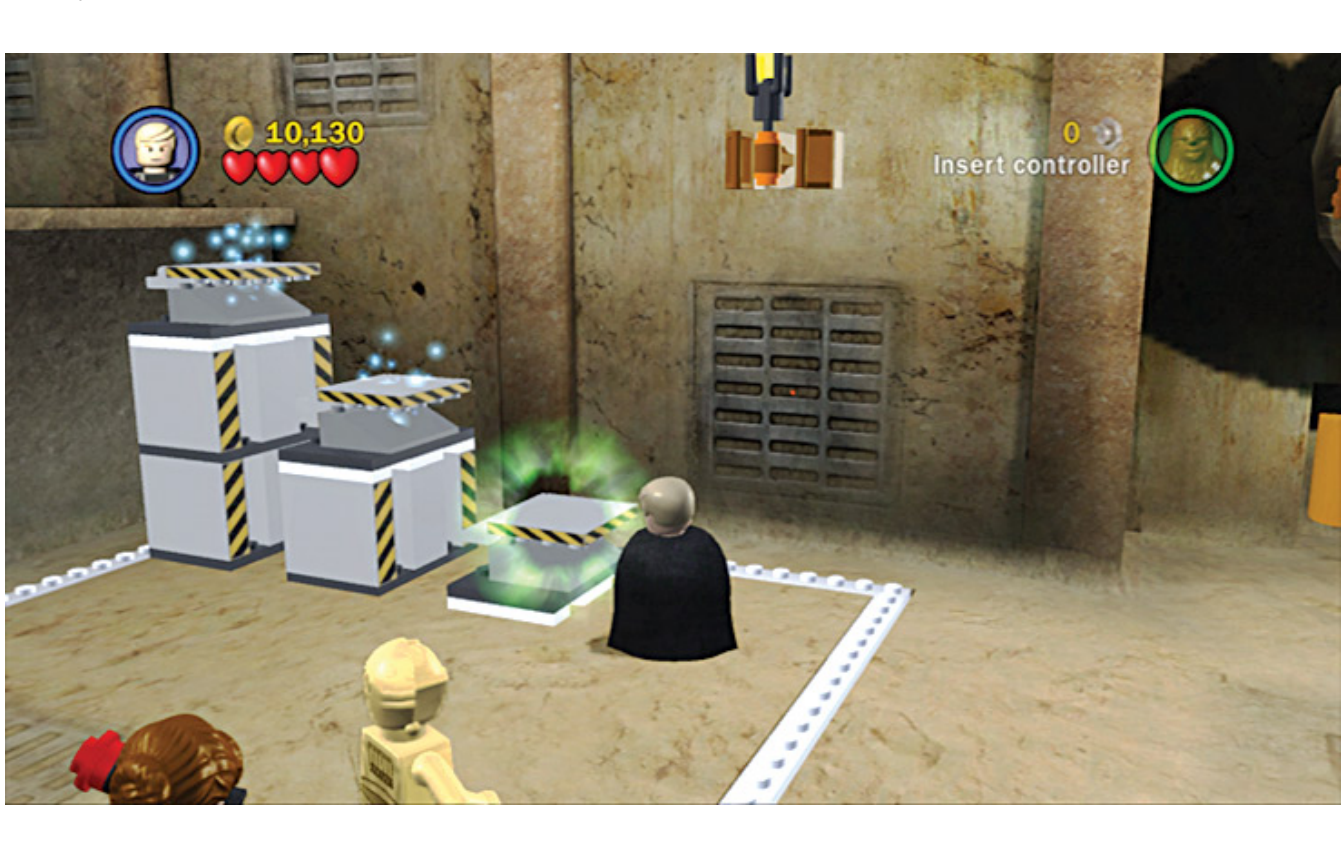
Go up the hallway to find some Gamorrean guards playing air guitar to the music you created. Give them a beat-down to secure the area, then use R2 to access the panel on the wall to open the door. Move into the next room.

You enter the room from a doorway in the left wall. Immediately run across the room to the right corner and pull the lever on the wall to close the guard chute in the ceiling.

Use the Force to break apart any guard foolish enough to try to stop you. To the left of the lever, on the wall, are some movable boxes of various heights.

Push the tallest box along the floor and over the holes in the ground next to the upper walkway on the left. Then push the medium-size box next to the first. Finally, push the smallest of the three boxes next to the medium one.

After all three boxes are lined up, use the Force to unfold the top of the boxes and create a ramp leading to the walkway above you.



Push the boxes against the wall in descending order.

Run up the ramp and follow it to the upper walkway; smash the equipment and assemble the LEGOs you find into a platform. Use the Force to move the platform you created against the wall nearby to form half a bridge.

Stand on the bridge and use the Force again to pull some LEGOs off the wall in the distance, and turn them into the other half of your bridge.

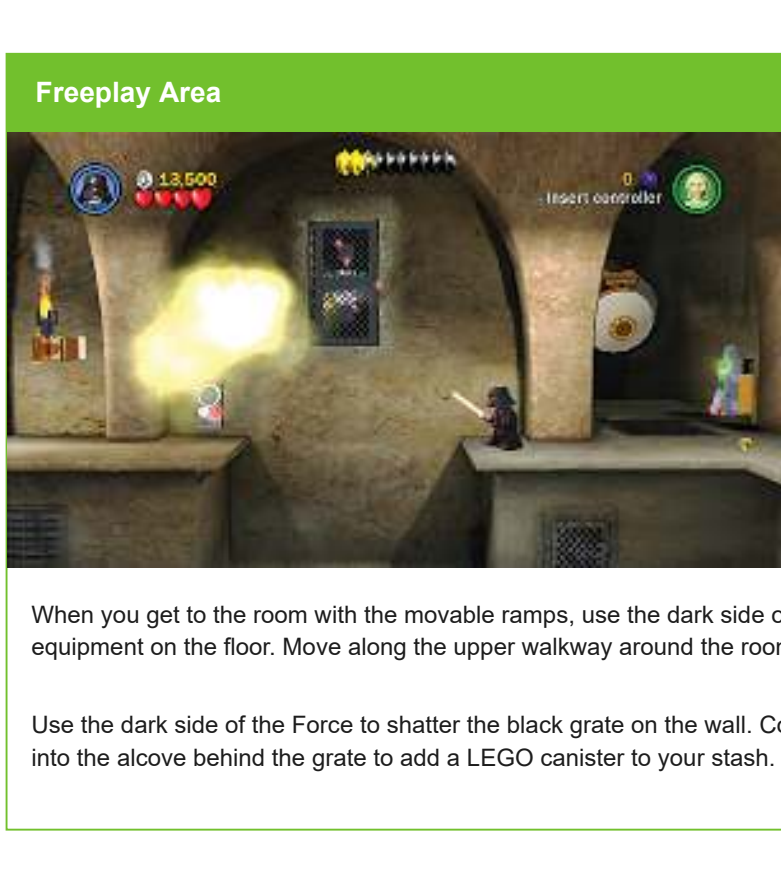
Eliminate the guards on the other side, then smash the equipment and pull the lever on the wall to ensure no more enter the area.

Follow the walkway around the room to the left until you get to a drop-off point. Use R2 to fly along the wall to the left until he gets to another walkway.

Access the panel on the wall; a bridge extends and connects the walkway you're on to the one you came from, allowing your friends to cross. Follow the new walkway until you find some equipment to smash, leaving some LEGOs on the ground.

Assemble them to create an activation panel on the wall. Have C-3PO access the panel to open the nearby door, then go through it.

Freeplay Area



When you get to the room with the movable ramps, use the dark side of the Force on all the black and red pieces of equipment on the floor. Move along the upper walkway around the room until you get to the back wall.

Use the dark side of the Force to shatter the black grate on the wall. Collect the studs that drop out, then double jump into the alcove behind the grate to add a LEGO canister to your stash.

Follow the stairs opposite the door down to a dimly lit room. When you get there, use the Force to crush the guards, then run to the left wall and pull the lever to close the guard chute in the ceiling.

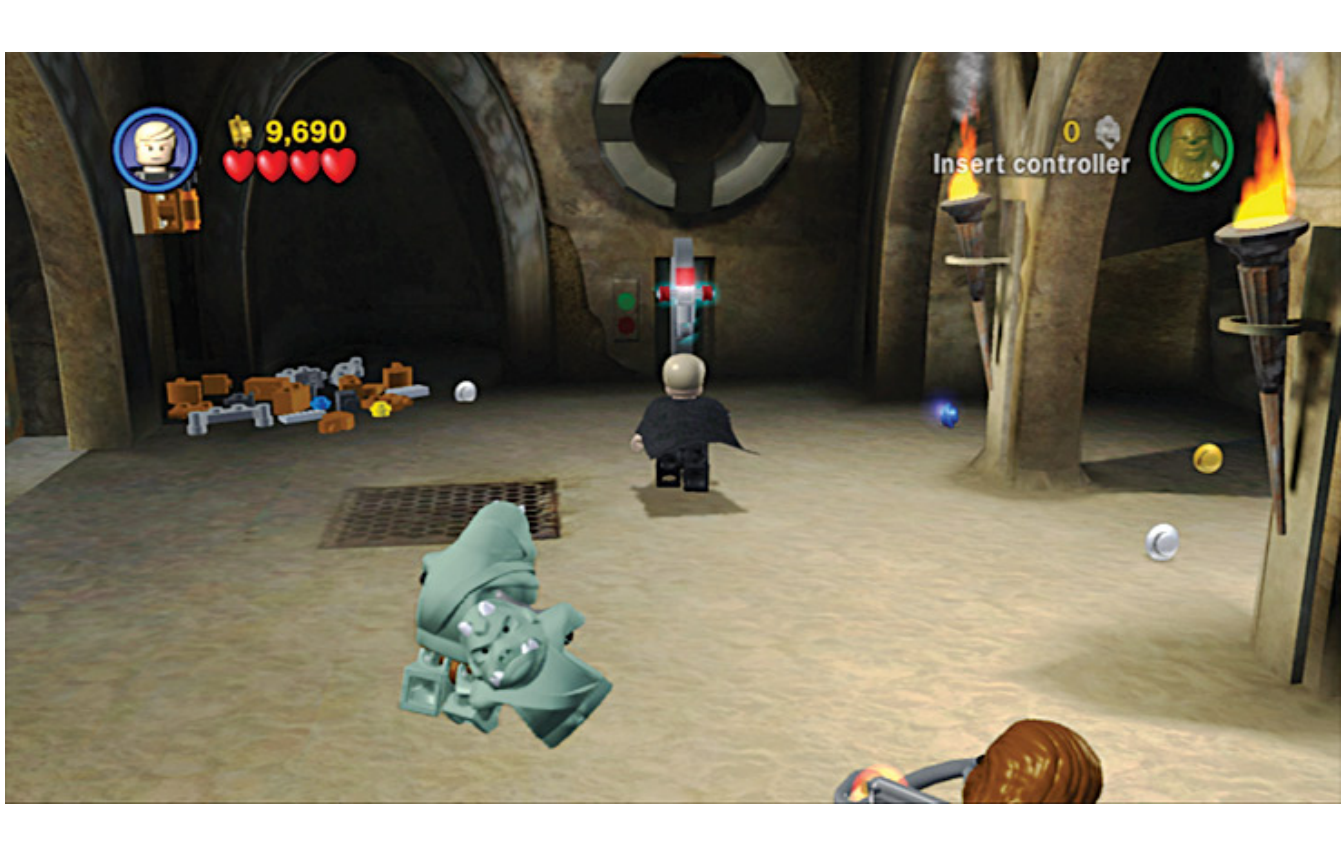
Quickly run to the back wall and pull a second lever to close another guard chute. After you close the second chute, a door in the left wall opens.

Before you go running into the next room, search along the walls of the room you're in for some valuable studs, including a blue one in the back-right corner.

Next, assemble the LEGOs in the back-left corner to create another jukebox. After you get the music going, head into the next room.

As you enter it, use the Force on any guards rocking out to the music. Follow the left wall, breaking lights and collecting studs as you go.

When you get to the back-left corner, pull the lever on the wall to close the guard chute in the ceiling. Quickly run across the area and pull another lever on the right corner wall to close yet another chute.



Pull the levers in the back of the room to stop the guards from entering.

A door in the left wall can be opened only by a stormtrooper. Run to the gate that's to the right of where Han is frozen in carbonite. After it opens, run inside and pull the lever on the wall to get a stormtrooper helmet.

Now you can access the activation panel on the wall on the left side of the room and open the gate that is to the right of the panel. Eliminate the guard inside, then add the studs and LEGO canister to your collection.

The back wall displays Han Solo frozen in carbonite; only a bounty hunter can get him out. Access the activation panel to the right of your frozen buddy with a bounty hunter helmet on your head.

You're dropped into the monster's small lair and it's hungry! As soon as you hit the dirt floor, the monster charges in to make you its snack, so run for it to stay safe.

To the south is an alcove; it has many sharp spikes on the ground that can kill you instantly. To the north is a giant, locked gate that prevents you from escaping.

The left wall has an activation panel with a picture of a protocol droid; the right wall has a panel with a picture of an astromech droid.

Run to the left wall and switch to C-3PO, who stands nearby. Have him use the activation panel to make a Gamorrean guard fall from the guard chute in the ceiling. The monster can't resist the fresh meat and chases down the guard.

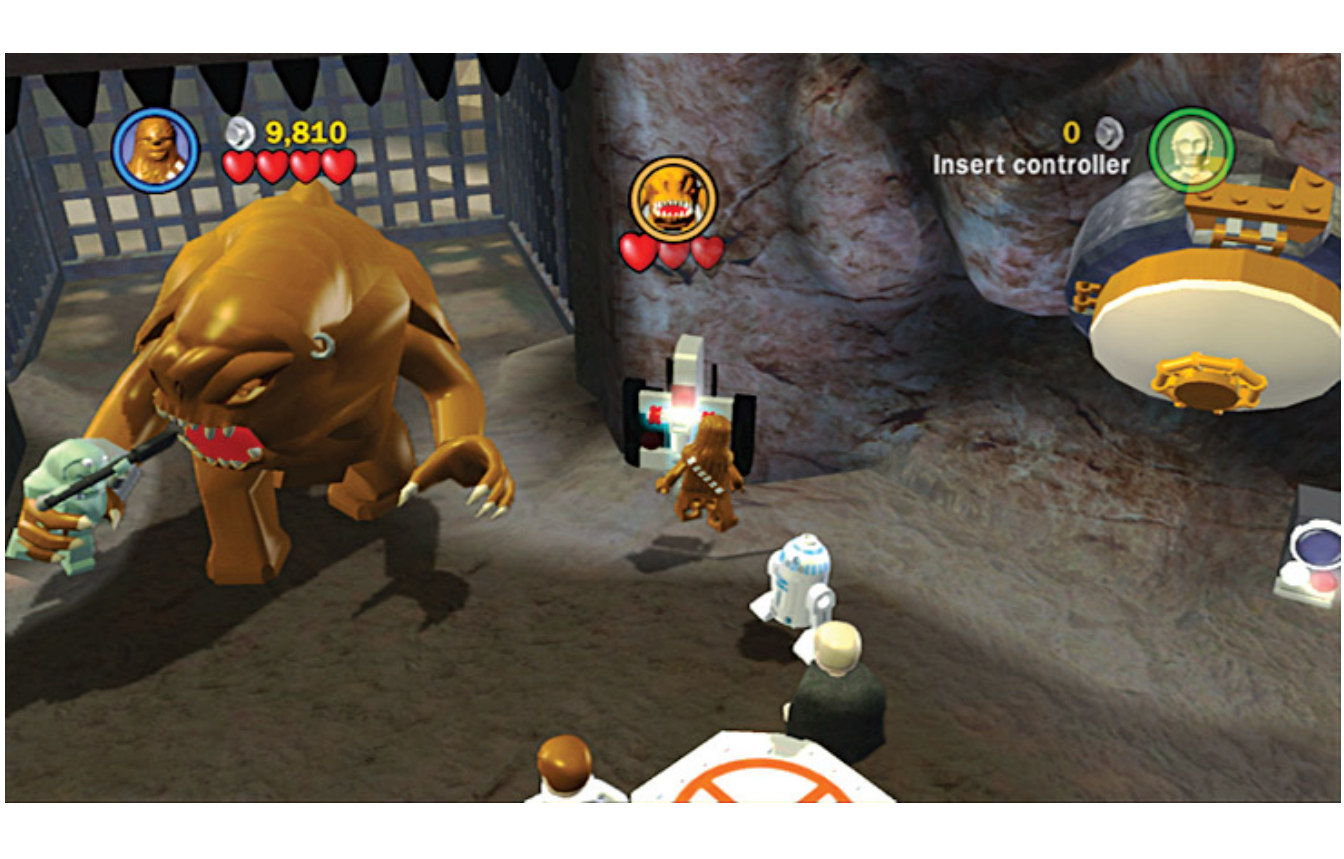
With food in hand, the monster retreats to the back-left corner to enjoy its meal. As soon as it gets there, use Chewy or Princess Leia to blast the explosive container at its feet and hurt it.

The monster drops its snack and comes after you again. Use R2-D2 to access the panel on the right wall to make another guard slide down the chute into the area.

The beast grabs the guard and moves into the front-right corner to munch on its new treat. When it gets there, blast the explosive container at its feet to cause some massive damage.

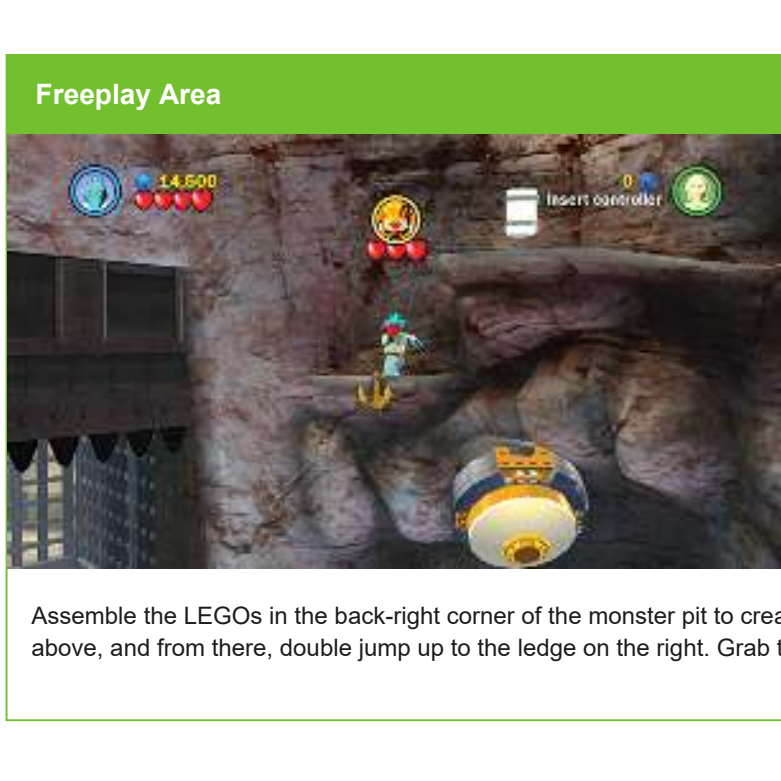
Switch back to C-3PO so that he can use his activation panel one more time to release another guard.

The beast once again grabs the helpless guard, but after suffering two hits already, it heads this time for the large locked gate. As soon as it gets there, pull one of the levers on either side of the gate.

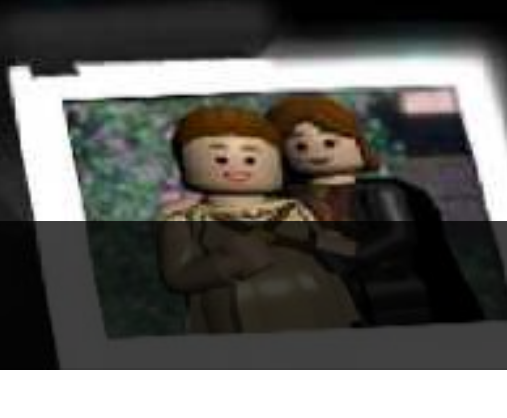


When the beast finally retreats toward the large gate, pull one of the levers on the sides of the gate to crush it.

Freeplay Area

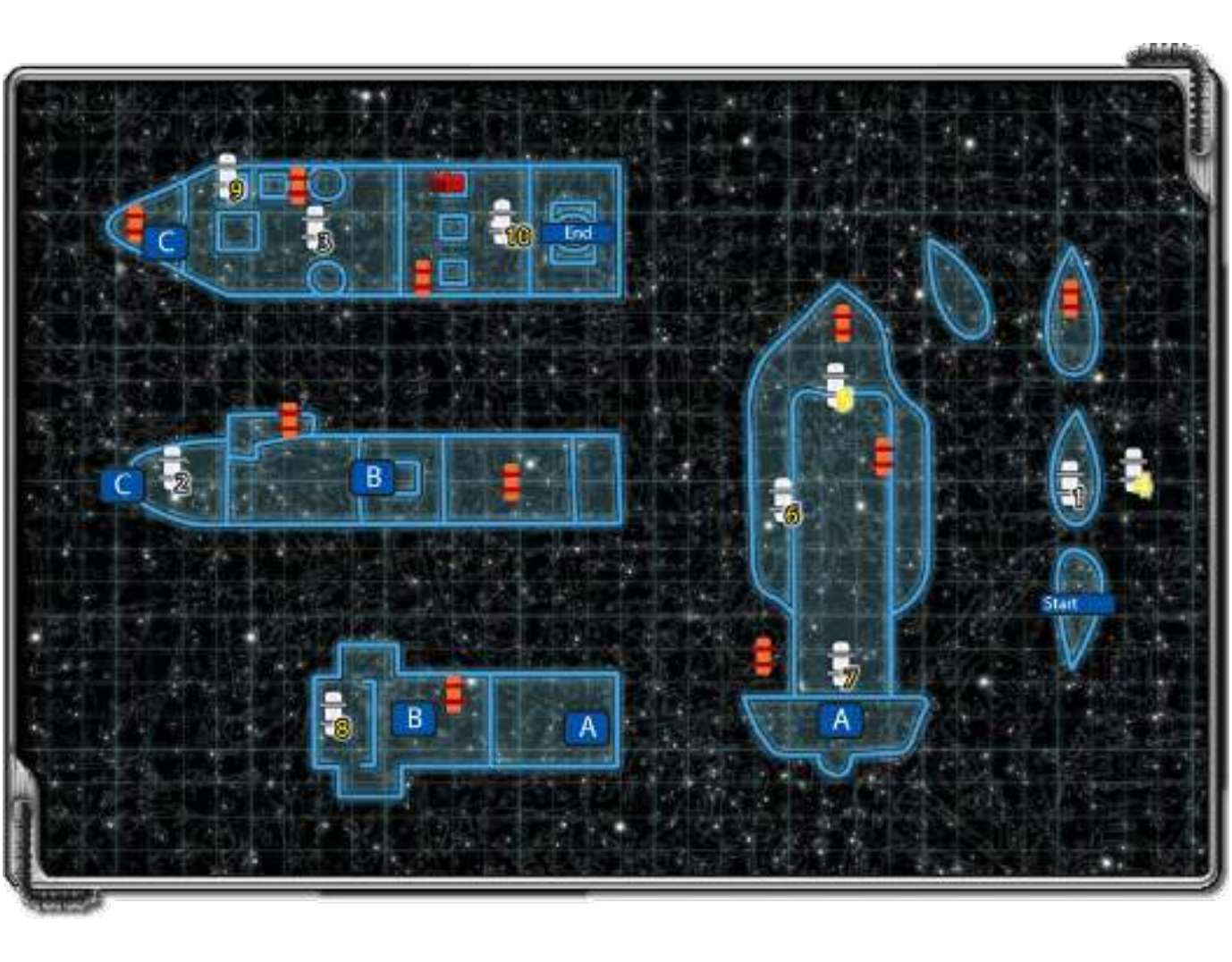


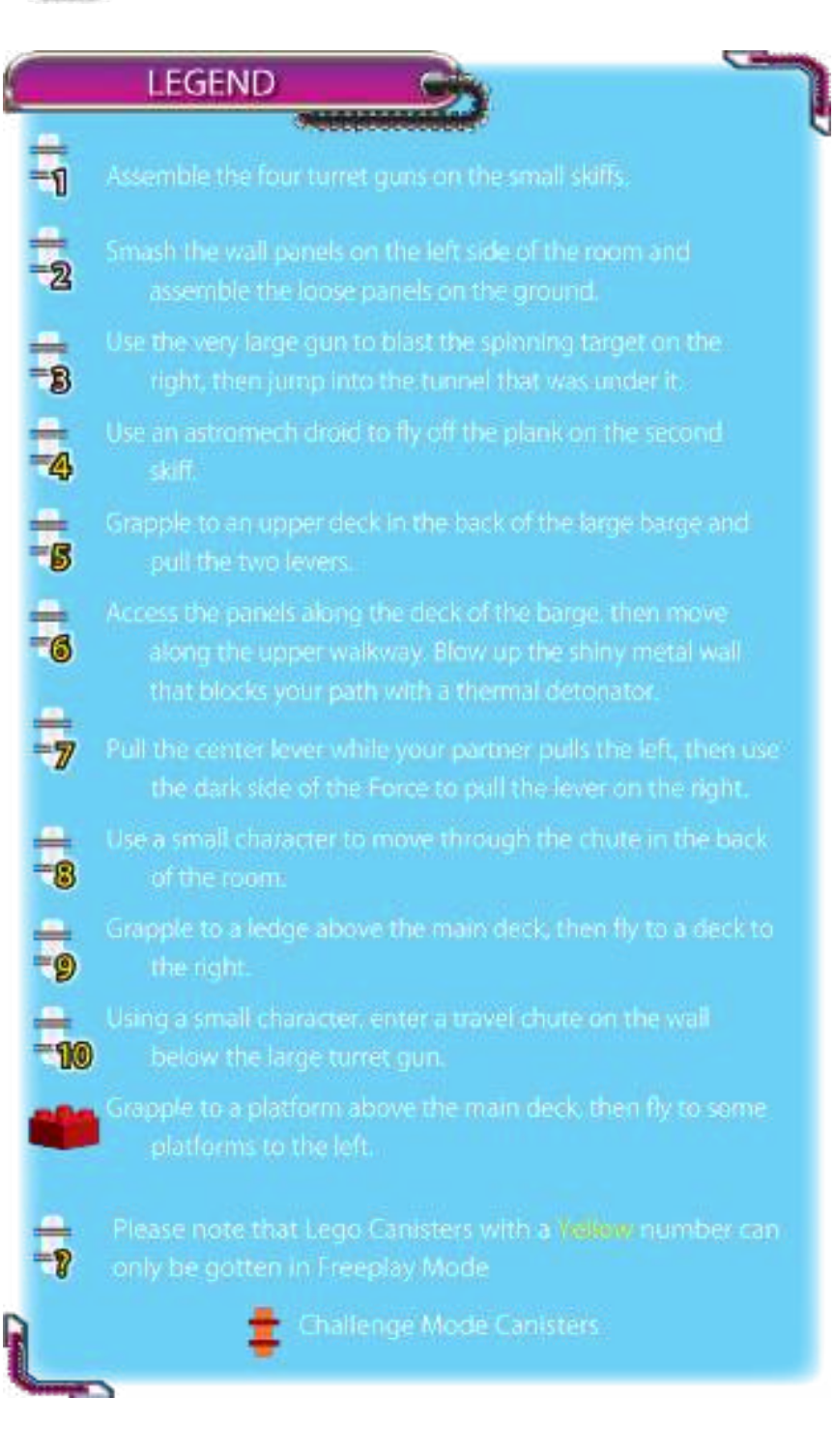
Assemble the LEGOs in the back-right corner of the monster pit to create a red circle swirl pad. Grapple to the ledge above, and from there, double jump up to the ledge on the right. Grab the LEGO canister there.



Episode VI: Return of the Jedi

Chapter 2: The Great Pit of Carkoon





LEGEND

1 Assemble the four turret guns on the small skiffs.

2 Smash the wall panels on the left side of the room and assemble the loose panels on the ground.

3 Use the very large gun to blast the spinning target on the right, then jump into the tunnel that was under it.

4 Use an astromech droid to fly off the plank on the second skiff.

5 Grapple to an upper deck in the back of the large barge and pull the two levers.

6 Access the panels along the deck of the barge, then move along the upper walkway. Blow up the shiny metal wall that blocks your path with a thermal detonator.

7 Pull the center lever while your partner pulls the left, then use the dark side of the Force to pull the lever on the right.

8 Use a small character to move through the chute in the back of the room.

9 Grapple to a ledge above the main deck, then fly to a deck to the right.

10 Using a small character, enter a travel chute on the wall below the large turret gun.

Grapple to a platform above the main deck, then fly to some platforms to the left.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Jabba's plan to feed Luke and his pals to the great Sarlacc beast in the Pit of Carkoon didn't go exactly as planned.

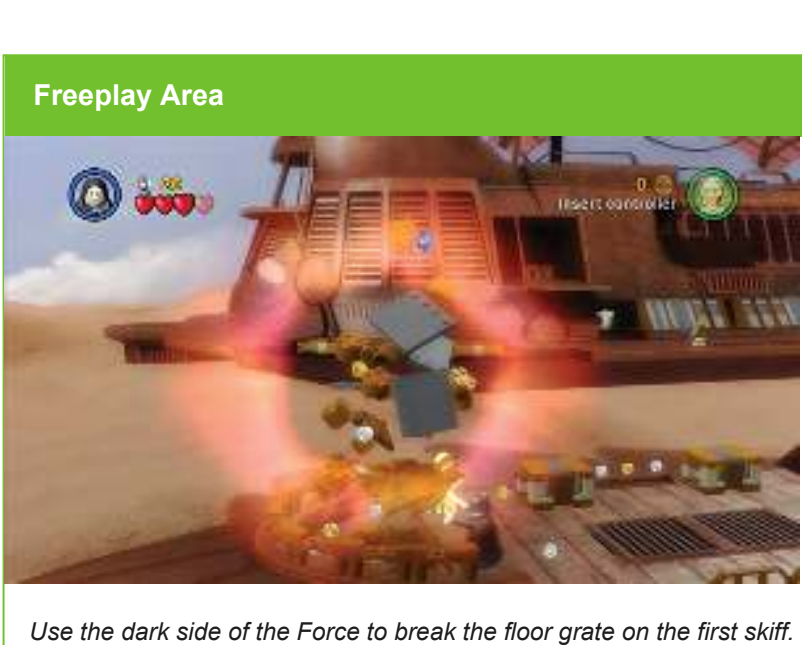
Instead of walking the plank and falling into the mouth of the giant beast, Luke (with the help of R2-D2) is able to get his lightsaber back and take control of dabba's skiff.

With the others free, it's time to teach Jabba and his thugs that it doesn't pay to make a Jedi mad.

You start this level out on a small skiff high above the desert floor. In the distance is the large barge that Jabba is on and that's where you want to go.

As soon as the mission begins, you see an explosion on the barge behind you and an endless supply of skiff guards rush out on the deck. Once they spot you, they relentlessly try to shoot you off the skiff.

Freeplay Area



Use the dark side of the Force to break the floor grate on the first skiff. Use the Force again to pull the LEGO pieces out of the floor and turn them into a tall mast on the ship.

Note

Smash all the guard rails along the skiffs and barge to find hidden studs.

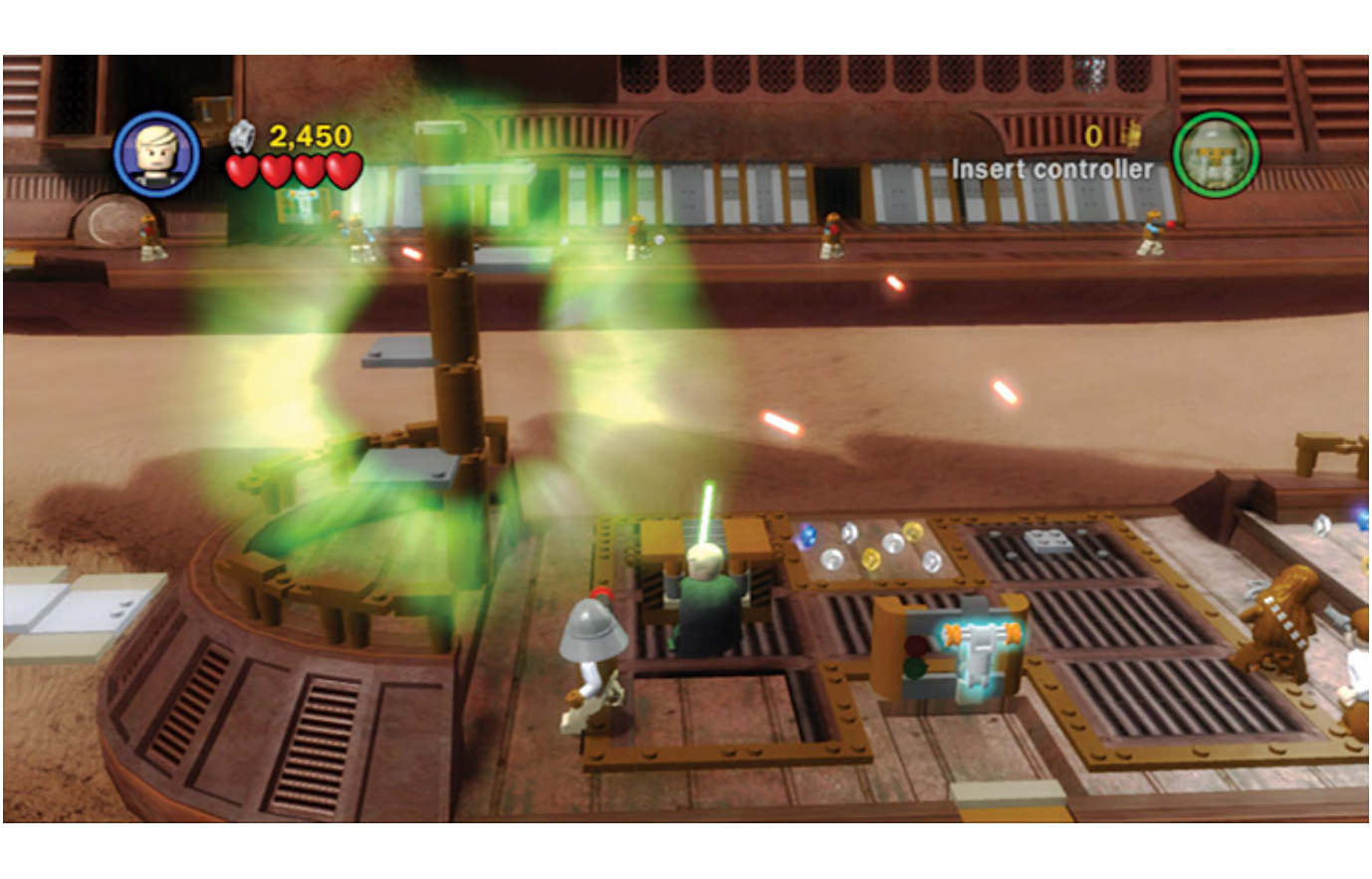
Break the railing around the skiff and collect all the studs on deck. Break the two boxes on the side of the boat that's facing north to find some loose LEGOs.

Assemble both piles of LEGOs, using the Force on one and your hands on the other, to make two turret guns on the side of the craft that you can use to shoot the skiff guards across the way.

The guards' onslaught is nonstop, so when you get tired of blasting them, move to some loose pieces on the ground to the right. Assemble these LEGO pieces to form levers.

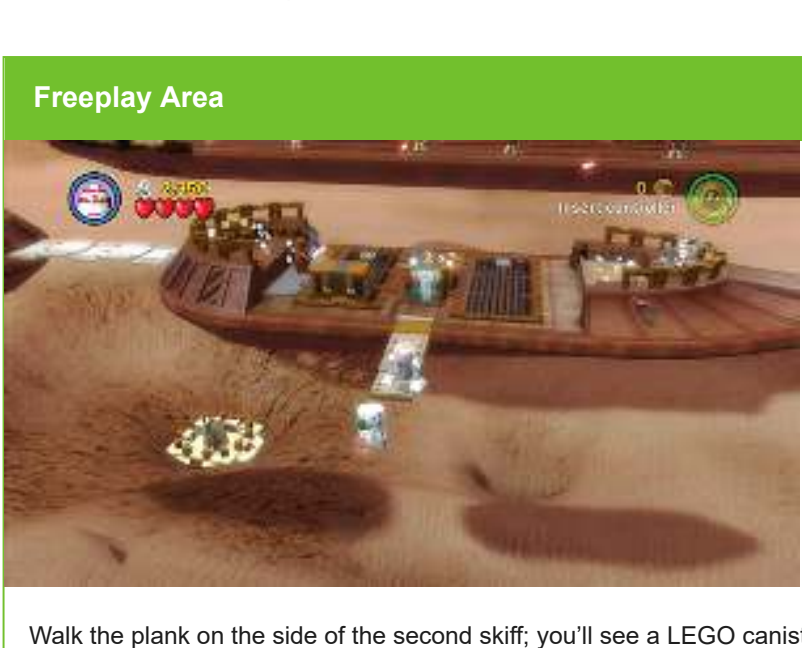
Pull the levers to make a ramp extend from the right side of the skiff you're on to the right side of the nearby skiff. Grab more studs on the ground and run across the ramp to the back of the next skiff.

When you get there, you find that Han and Chewy are safe, but they have company. Drop the guards who were watching them, then stand at the back of the craft. Use the Force to lift the LEGOs from the floor and turn them into a tall pole.



Use the Force to create a pole extending into the sky

Freeplay Area



Walk the plank on the side of the second skiff; you'll see a LEGO canister floating out in the air. Use R2-D2 to fly out there and get it, then return to the plank before he falls to his doom.

Run to the back of the skiff and pull the lever to raise a box out of the floor on the left. Push this box all the way to the front until it explodes into little LEGO pieces.

Assemble these pieces into a turret gun to shoot the guards on the large barge in the distance. Return to the lever and pull it again to bring up another box.

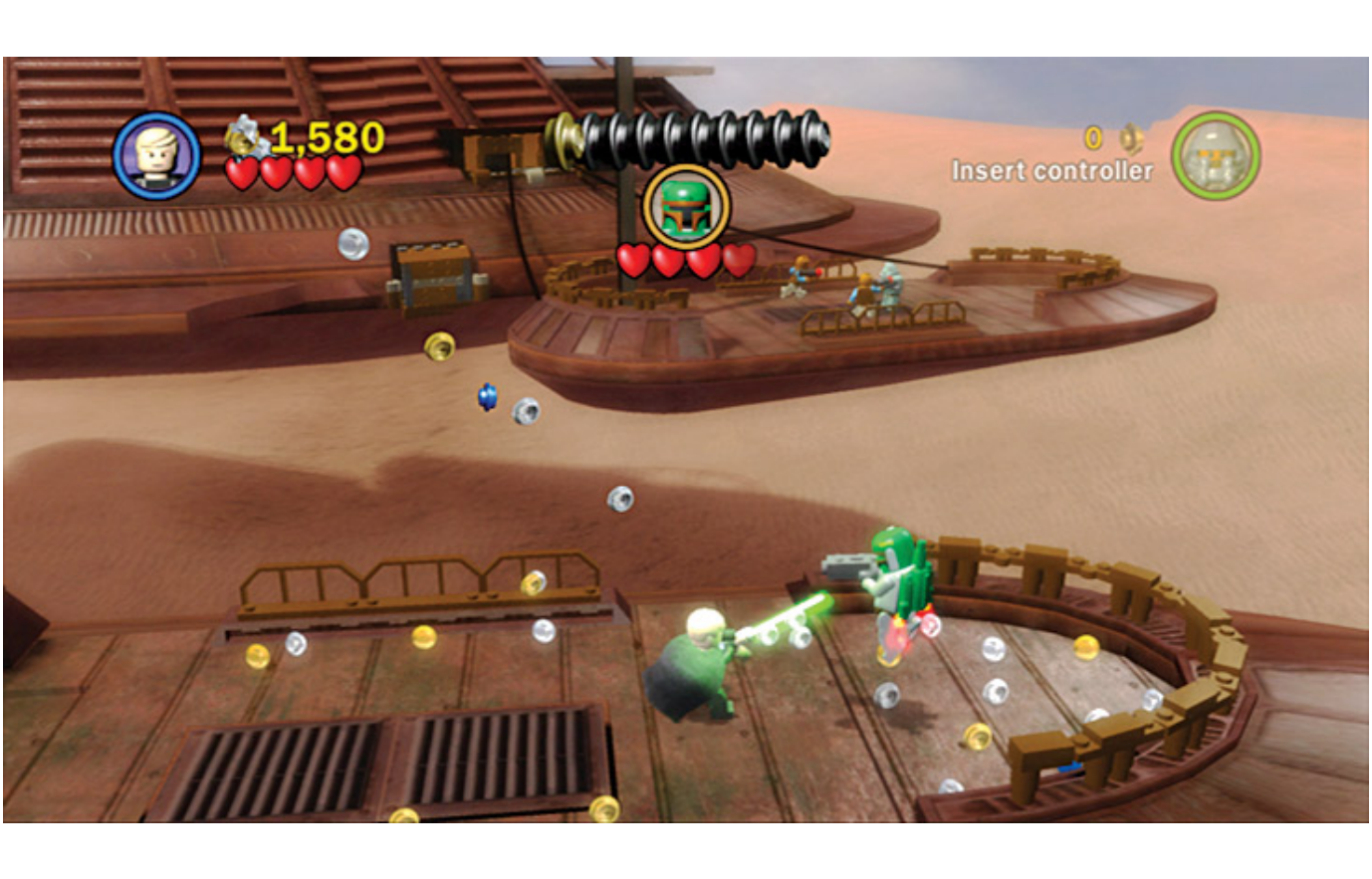
Push it along the path all the way to the right and then to the north until it explodes, leaving some LEGOs behind. Use the Force to put these pieces together to form another turret gun that you can use to take out more guards.

After you have assembled all four turret guns, a LEGO canister appears at the top of the pole for you to collect. Move to the right and use the Force on the pieces on the ground to turn them into a lever.

Pull the levers to make a bridge extend from the front of this craft out to the next. Follow the bridge to the next boat, where you are greeted with more guards and Boba Fett!

Use your lightsaber to hack apart the skiff guard and then the Gamorrean guard. Boba Fett is a little bit harder to fight. Chase him down and hack him with your weapon when he lands.

This causes him to fly around some more, so follow him. When he drops down to the floor of the skiff, hit him again. Keep hitting him until his jet pack ruptures.



Hit Boba Fett with your weapon every time he lands.

Now that the bounty hunter is out of the way, run to the right of the skiff. Jump from the front of your ship to the front of the fourth skiff.

Use your double jump to take out the two skiff guards, then use the Force to dispose of the Gamorrean guard who gets too close.

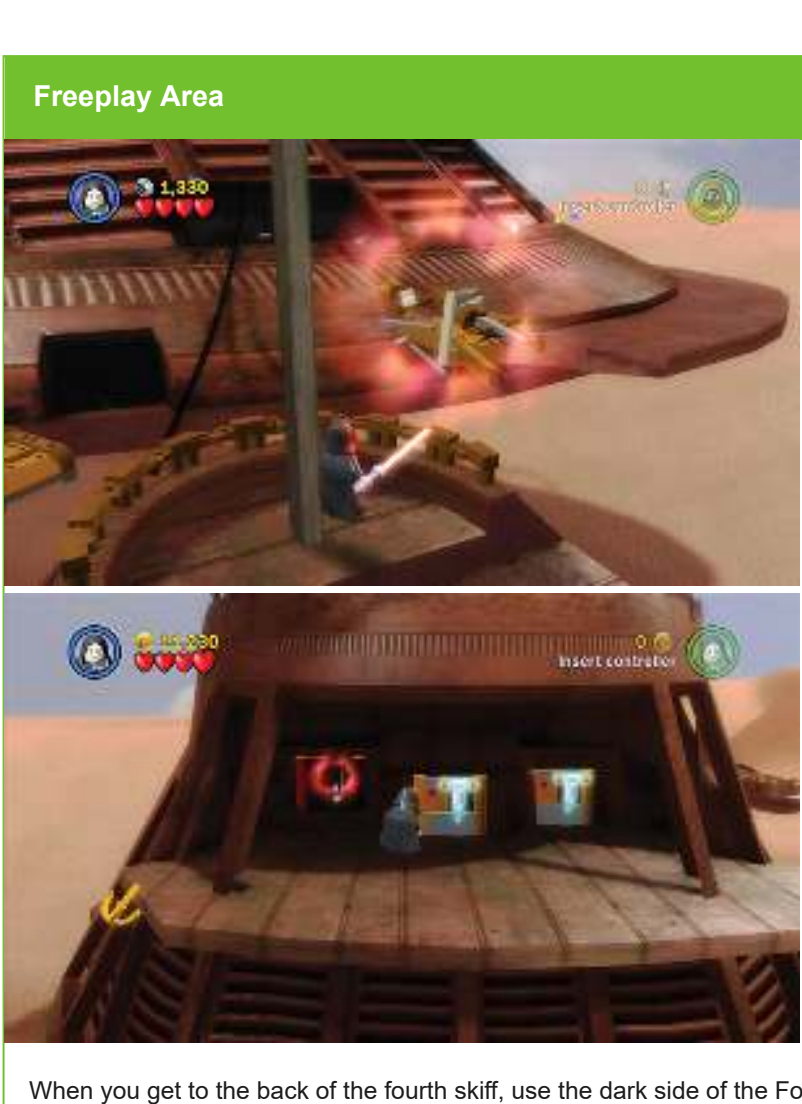
Run to the back of the craft to get a closer look at Jabba's barge nearby. Use the Force to pull some LEGOs from the barge and create a floating platform. Jump onto this new platform, and from there, to Jabba's barge.

On the deck of the barge, kill any guards you see and collect all the studs on the floor. Use the Force to lift up the panels along the barge wall to reveal a walkway and more studs.

Most of these panels eventually fall back into place, but a few explode when you lift them. Continue to use the Force to lift up the panels until you find a lever hidden behind one of them.

Pull the lever to make a platform extend out from the barge farther to the left. Continue lifting panels until you find a second lever to pull. This one extends another platform out from the barge to the left.

Freeplay Area



When you get to the back of the fourth skiff, use the dark side of the Force to pull some wooden planks off the main barge and create a floating platform to the right. Double jump to the new platform, and from there, to the large barge.

Collect the studs along the walkway, then use your ascension gun when you get to the red circle swirl. This takes you to an upper deck where you can assemble some loose LEGOs lying on the ground and smash the wall grate in between them.

Assemble the LEGOs that spill onto the ground to form a lever. Pull the levers and a LEGO canister appears, so nab it. Drop down to the previous walkway and continue to move around the barge.

Step on the next circle swirl and grapple to a deck above you. Pull the lever on the left wall to extend a platform farther down the barge. The hall down the right is blocked for now, so drop back down to the deck on which you were traveling.

The next part of the barge is lined with panels that can be lifted by using the Force. Some just lift up and fall back down, but some explode. Lift the panels until you find an activation panel with a picture of R2.

Use him to access the panel and raise a gate in a walkway above you. Continue to lift panels until you find another activation panel that only C-3PO can use.

This opens another gate above. A few panels down, one reveals a lever that you can pull to raise a platform farther down the barge.

Keep lifting panels. Near the end, you'll find an activation panel that R2 can access. This raises a third gate in the walkway above you. Backtrack down the barge and grapple to the walkway above from the last circle swirl you saw.

Follow the walkway to the right, collecting studs as you go. Throw a thermal detonator at the shiny metal debris blocking your path. Once the way is clear, grab the blue stud and the LEGO canister for your collection.

Return to the barge's main walkway and follow it to the right. When there is a break in the walkway, jump on the platforms you raised by pulling those levers.

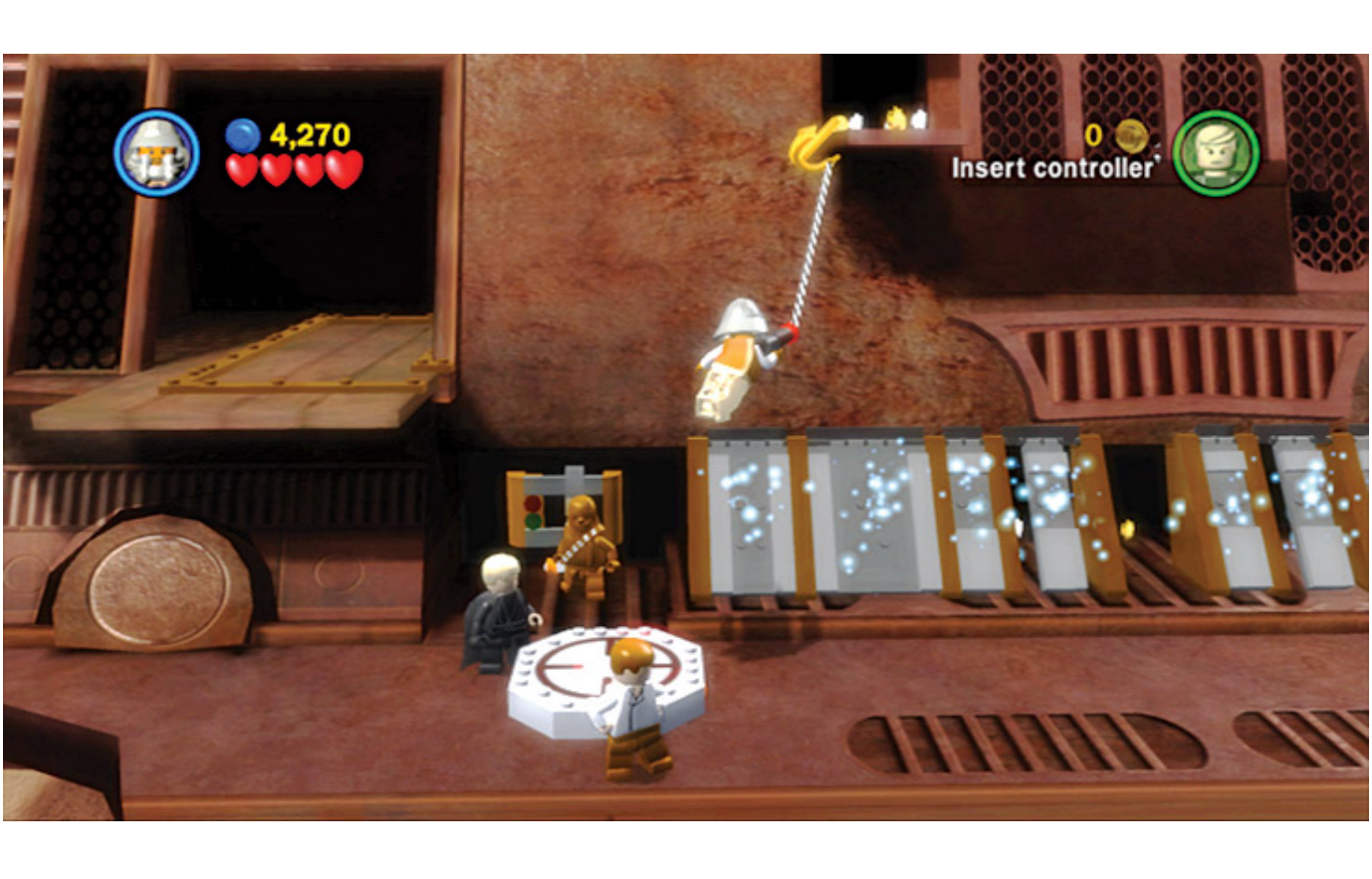
Jump from platform to platform until you get to the other side of the barge. The rest of the walkway takes you to the back of the barge where you would normally go.

Use the Force to lift the panel next to the last lever you pulled. While the panel is still raised up, use Luke to double jump on top of it. From there, double jump to the ledge nearby.

Move into the small alcove of the barge and get behind the box you find. Push the box along the path and over the ledge, causing it to smash on the deck near your friends. Assemble the LEGOs that the box leaves behind into a red circle swirl platform.

Use a character with an ascension gun and grapple from the circle swirl to a walkway high above the deck. Grab any studs on the ground, then follow the walkway to the right behind the walls of the barge.

At the end of the walkway is a lever for you to pull. This extends a third platform from the barge, near the other platforms you extended. There's nothing else to do up here, so return to Luke down on the deck.



Use your ascension gun to get to a walkway high up on the barge so that you can pull another lever.

Jump across all three platforms that you extended from the barge's hull to the left. You're now on a deck at the back of the barge and skiff guards start to drop from the sky to fight you.

As you fight them off, you'll see two sets of lights on the back of the ship. After you defeat a wave of enemies, quickly use the Force on each set of lights to fix them.

After you fix the second set of lights, a turnstile rises from the deck in between the two. Your goal is to make the right set of lights look like the left set of lights. Push on the green side of the turnstile to move it.

You'll see the bottom color of the right set of lights start to change. Keep pushing the turnstile until the bottom light turns blue. Return to the right set of lights and use the Force to turn the middle light yellow.

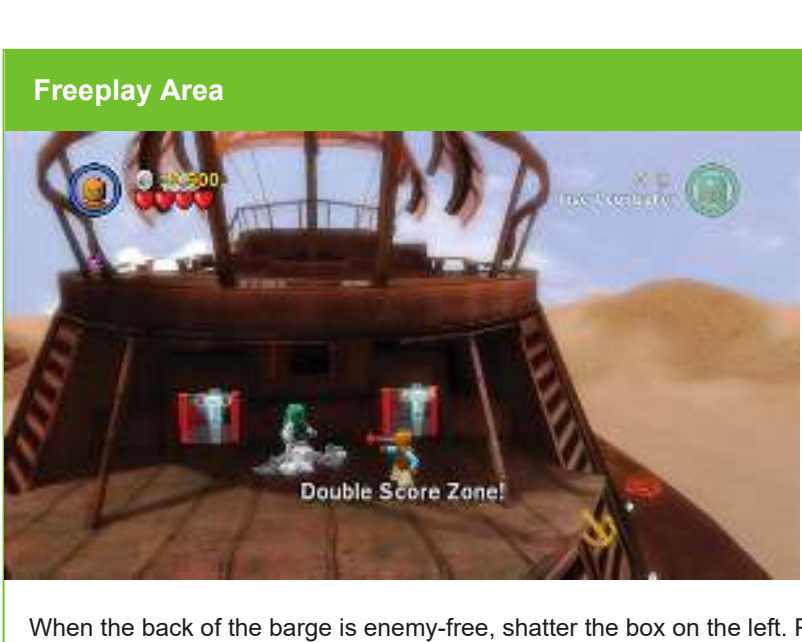
When the right set of lights matches the left set, a door opens into the barge in between the two sets. Enter it.

Tip

Skiff guards drop down on you in waves. Fight them until the area is clear, then use the Force on the lights because it takes a long time to fix them.

If a guard does happen to drop in on you as you're using the Force, stop what you are doing and drop him because you don't want to take unnecessary damage.

Freeplay Area



When the back of the barge is enemy-free, shatter the box on the left. Put together the pieces on the deck to create a red circle swirl pad that you can use to grapple to a deck above.

Blast the enemies you find before they can hurt you, then look at the levers on the back wall.

Pull the center lever while your partner pulls the right lever, then use the dark side of the Force to pull the lever to the left. This makes a LEGO canister appear. Grab it for your collection.

You finally made it into Jabba's barge! The first thing to do is celebrate by smashing the equipment lining the right and left walls.

Collect all the studs on the ground, then assemble the loose LEGOs on both sides of the room that were left behind from the equipment. Both piles of LEGOs turn into a turret gun. Jump into the controls of the gun and blast the gate in the north wall.

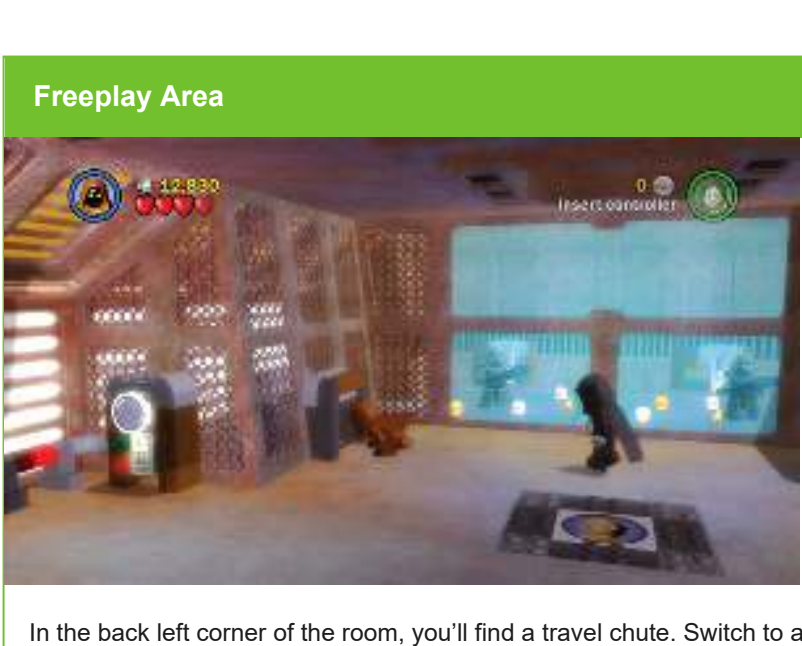
Once you destroy the wall, guards try to rush in from the next room. Stay in the gun and mow them down with your laser fire until the coast is clear.

In the next room you find your old friends C-3PO and R2-D2. You also find more of Jabba's stuff to mess up.

Break the container to the left of the door to leave it in pieces, then use the Force on some equipment on the right to move it to the left wall. Now use the Force again to combine all the pieces along the left wall into more equipment.

Follow the left wall until you find more LEGOs on the ground. Assemble these pieces into an activation panel and collect the studs that spill out. Have C-3PO access the panel to make a lift in the center of the room rise and fall. Jump on the lift and ride it up to the next room.

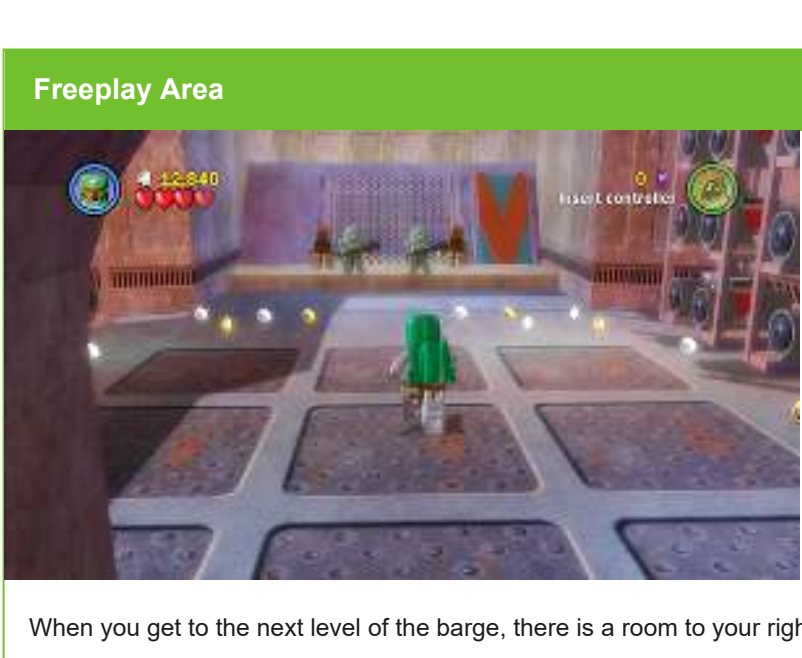
Freeplay Area



In the back left corner of the room, you'll find a travel chute. Switch to a small character and go through to get to the other side of the fence.

Take out the guards you find, then move to the right until you find two levers on the wall. Pull the levers and a LEGO canister appears on the wall nearby. Collect it.

Freeplay Area



When you get to the next level of the barge, there is a room to your right. The lift you rode up is on the left.

Ignore the room for now and run around the opening to the lift on the left until you find a metal cage blocking your path to the next room. Throw a thermal detonator at it to blow it apart.

Run inside and blast the guards you encounter. After you get rid of the guards, follow the walls of the room to collect all the studs on the ground, including two valuable blue ones.

The right and left walls are lined with stacks of more equipment. Use a blaster rifle and destroy every last one of the stacks and collect anything that spills on the ground. Blast the red wall in the back for even more goodies.

Move to the room that's on the right of the lift you rode earlier. As soon as you enter, use the Force to pull some LEGOs from the left and turn them into some equipment near the back of the room.

To the right of that equipment are some loose LEGOs for you to put together to make a jukebox. After you make your sound machine, shoot all the brown pipes along the walls and collect the studs that were hidden from view.

Destroying some brown pipes on the right wall enables you to use the Force to pull some white half-circle LEGOs from the wall and place them on the floor.

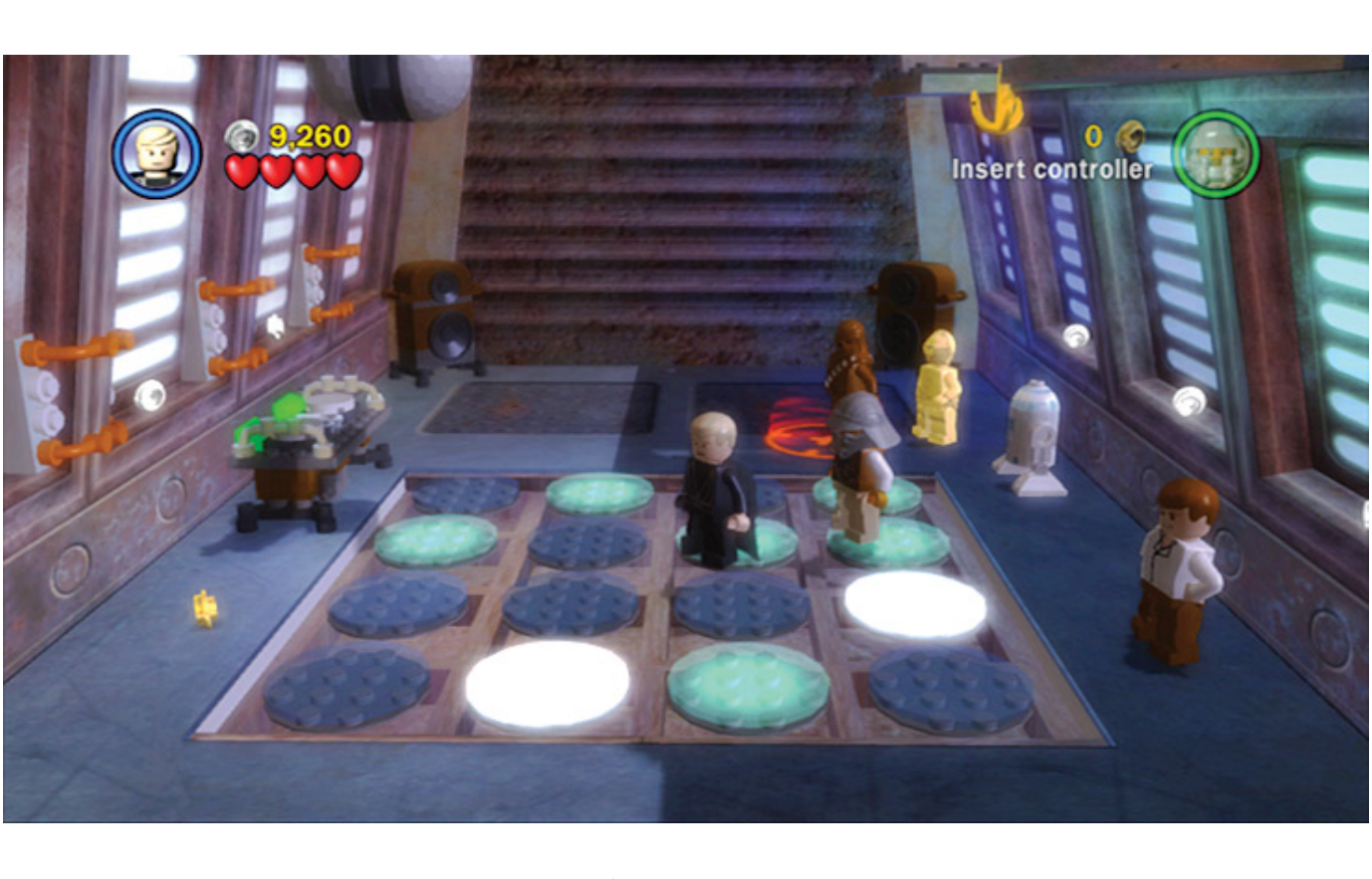
This creates a red circle swirl nearby that Han Solo can use to grapple to the walkway overhead.

Assemble the loose LEGOs to form a bracket on the ceiling. Push the box to the left until it falls over the ledge and breaks into tiny pieces on the ground.

The shattered box leaves behind tiny LEGO pieces for you to assemble into another jukebox in the corner of the room. Now return to the white half circle LEGOs you pulled from the wall and switch to Luke.

Use the Force to move the disco ball up to the bracket on the ceiling. This opens a panel on the floor, revealing blue and pink lights. Step on one of the two pink lights on the ground and one of your friends steps on the other.

The pair of pink lights turns green and another pair of blue lights turns pink for you to step on them. Continue to step on all the pink lights until the whole floor is nothing but green lights. Once that happens, the door in the north wall opens.



You and a buddy must step on all the pink lights on the floor to turn them green and get the dance party started.

Note

You only have a certain amount of time to step on all the lights or they start to change back to their original pink color and you have to repeat this process—so move quickly.

As soon as the door goes up, some Gamorrean guards come rushing in to check out the scene. When they hit the dance floor and hear that music, they just have to rock out; all thoughts of killing you go away.

While they are distracted, run into the room from which they came. As soon as those guards realize you're gone, they come after you, so use the Force to crush them. Then crush the wooden paneling on both sides of the room.

Pick up any studs that drop to the ground, then assemble the LEGOs that are lying along the left wall. These turn into a LEGO canister that floats in the air nearby.

Use Luke to double jump in the air and make it part of your collection. After you get the canister, go through the door in the back.

You've finally reached the top of Jabba's barge. Even though Jabba is dead, he still has guards running about, so drop them whenever they get close. Smash the brown circular grate on the deck nearby.

Then use the Force to move the pieces underneath and attach them to the large pole on the left. Run past the pole to the rear-left side of the barge and smash the gray panel on the ground.

This brings up a movable box for you to push along the path on the deck. Push it along the path all the way to where you see a large spinning target trapped in a see-through casing. A similar target is directly across from it on the left side of the ship.

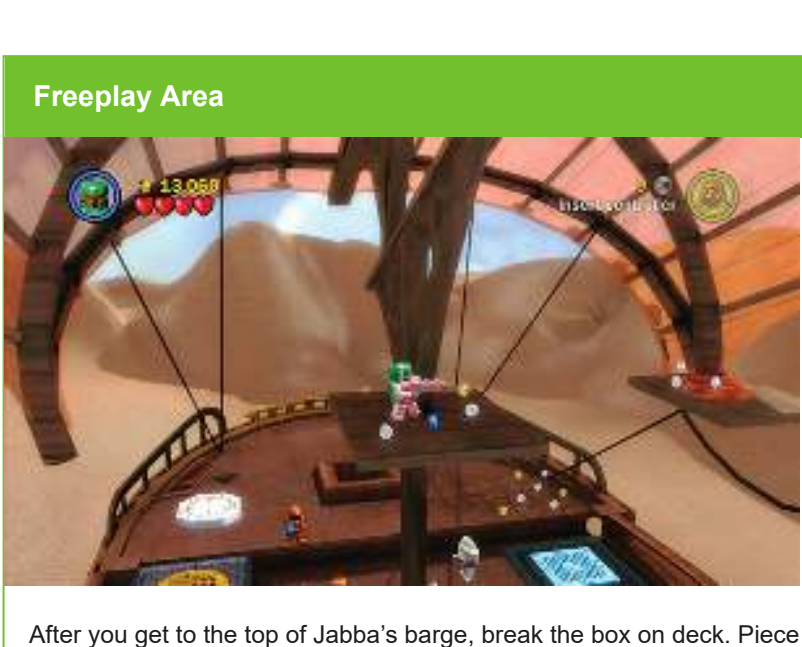
Move around to the back side of the target on the right. As you do, some Gamorrean guards drop in to say hello. Use the Force to break them apart as you go.

On the other side of the target, push another box along the path on the deck until it rests next to the target. Once both boxes are next to the target, a huge explosion happens.

The casing around the spinning target is now gone and you can collect any studs on the ground.

Switch to C-3PO and move to the other target on the barge's other side. Access the activation panel on the side to make the casing over that target explode as well.

Freeplay Area



After you get to the top of Jabba's barge, break the box on deck. Piece together the LEGOs that spill out and turn them into a red circle swirl pad. Grapple from the pad to the ledge above and collect some studs.

Switch to R2 and fly to another ledge to the right. Stand on the red circle swirl on the ground and use your ascension gun to get to the small deck above you, where you can add more studs and a LEGO canister to your stash.

Return to the area where you originally found the second movable box. Nearby is a large brown box on the deck. Blast this explosive box to make a hole in the deck.

Jump in the hole and follow the attached tunnel as it winds under the deck to the right. Follow the passageway until you get to the end, where a tiny elevator lifts you up to a locked cabin.

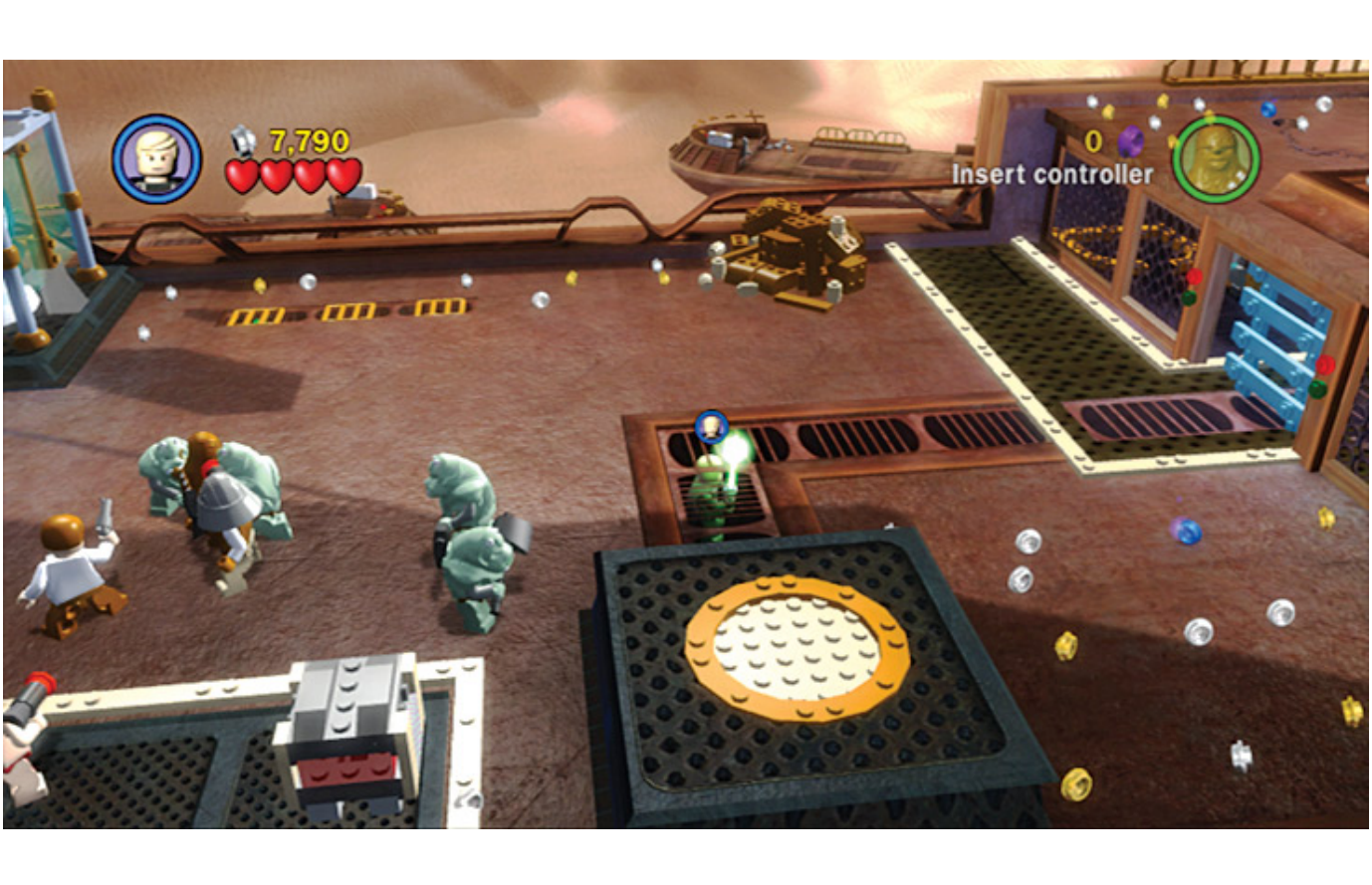
Pull the lever on the wall and the blue door of the cabin leading back to the deck opens up. Skip the exit for now and move to the gray wall in the cabin. Chop it with your lightsaber to destroy it and find a movable box hidden behind it.

Get behind the box and push it along the path on the floor and out the door to the cabin. Continue to push until it stops against the side of the vessel.

Construct the LEGOs nearby to form part of a ramp. Now use the Force on the box you pushed out of the cabin to finish the ramp leading to the next deck.

Climb the ramp and collect the valuable studs on the ground of the next deck. Run to the south, find the box there, and smash it to reveal some loose LEGO pieces.

Assemble the pieces to form a red circle swirl pad, then use an ascension gun to grapple to a platform high above the area for some hard-to-reach studs.



Follow the passageway under the deck to get to hard-to-reach areas.

At the center of that deck you'll see some targets on the floor. Blast them into little bits. Use the Force to pull out the boards that were underneath and turn them into part of a ramp.

More targets are on the wall to the right. Blast each target, then use the Force on the LEGOs between the two destroyed targets. This completes the ramp leading to the next deck.

More guards run down to greet you. Use the Force to dispose of the Gamorrean guards, then slash at the skiff guards. When the coast is clear, run to the very top deck and pick up all the studs you find.

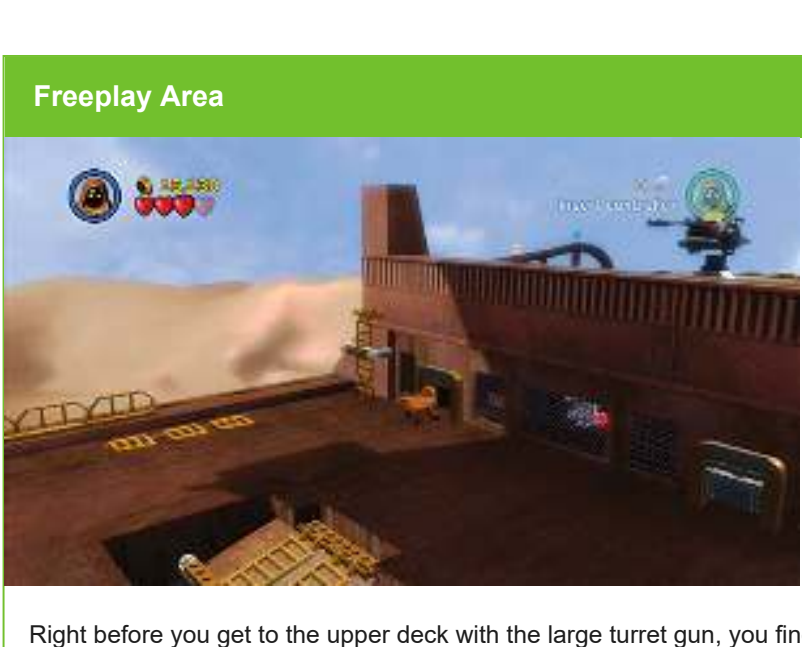
There, you'll also find a very large turret gun. The green lights under the gun indicate how many shots you have left: each one turns red after each shot. Have R2 access the activation panel on the gun if you need to reload.

Jump into the controls and use the big turret gun to fire at the right spinning target first. Now run to the lower deck where the gun used to be, and stand on the platform it was on.

The floor drops you down into a secret tunnel under the deck. Follow the tunnel to the south where you can add a LEGO canister to your collection. Return to the hole in the floor where you came from, then go back to the upper deck.

Run back to the big gun and destroy the second target. Destroying these targets takes down Jabba's floating barge.

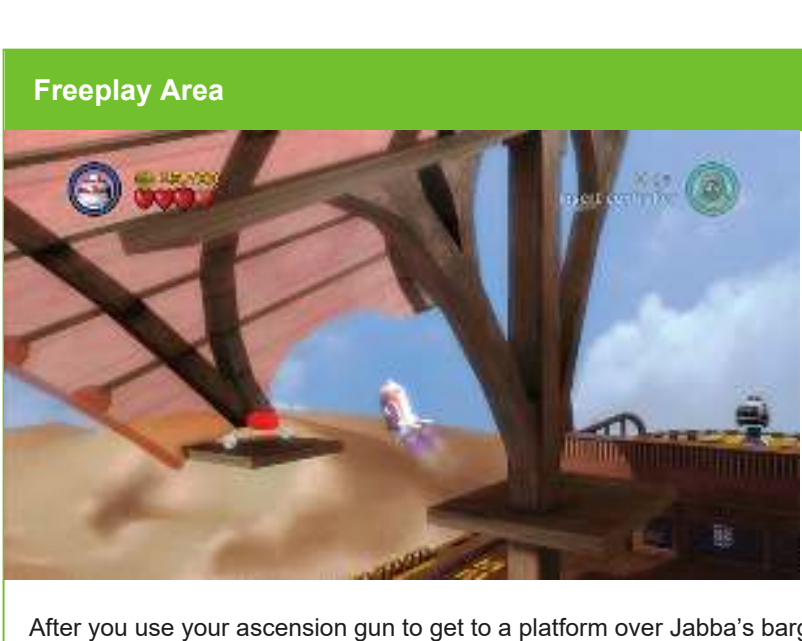
Freeplay Area



Right before you get to the upper deck with the large turret gun, you find two travel chutes in the wall.

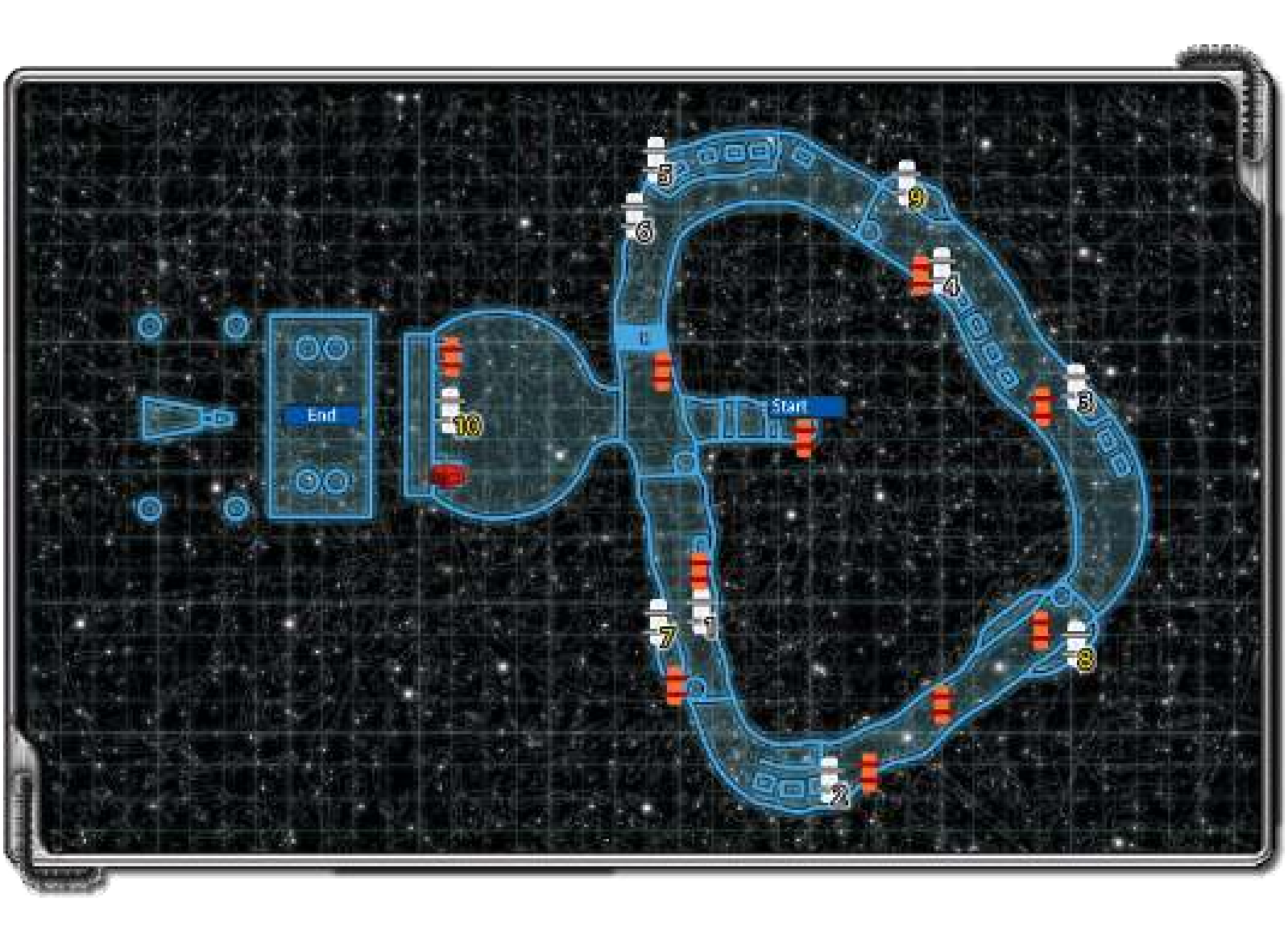
Switch to a small character and go on through. The chute takes you to a small room where you add a LEGO canister to your inventory.

Freeplay Area



After you use your ascension gun to get to a platform over Jabba's barge, switch to R2-D2. Fly over to a platform on the left and then to another platform even farther to the left. Grab the red power brick for your stash.

Episode VI: Return of the Jedi
Chapter 3: Speeder Showdown



LEGEND

1 Drive over the lever on the left side of the trail.

2 Drive over the three levers on the right side.

3 Drive over the two levers on the right side and follow a ramp up the right side of the trail.

4 Drive over the four levers on the left side.

5 Drive over a lever on the right and go up the ramp. Ride over three more levers and up another ramp to get to a ledge above.

6 After you drop off the last ledge, stay to the right of the trail.

7 Use a small character to travel through the chute in the tree to get to the ledge above then fly to the left. Pull the lever on the tree.

8 Use the Force to stack the boxes on the ledge to the right of the trail. Jump up the stack to a platform in the trees where you can pull a lever.

9 Use the Force to create a platform and destroy the shiny equipment with a thermal detonator and assemble the loose pieces. Grapple to a ledge to the right side of the trail and pull the lever you find.

10 Use a stormtrooper to access the activation panel and lower the cage nearby that you can destroy using a thermal detonator.

Push the box against the large structure, then use a small character to move through the chute to get to the ledge above.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

For a Jedi, Luke isn't very graceful. Just when the Rebels thought they had the element of surprise, he makes a big racket by tripping on the dirt. That Imperial guard who saw him isn't going to keep this news to himself.

He races away on his speeder bike through the thick forest. If he gets away and tells his buddies, then your plans really are in trouble. Don't let that happen. You have to stop him at all costs!

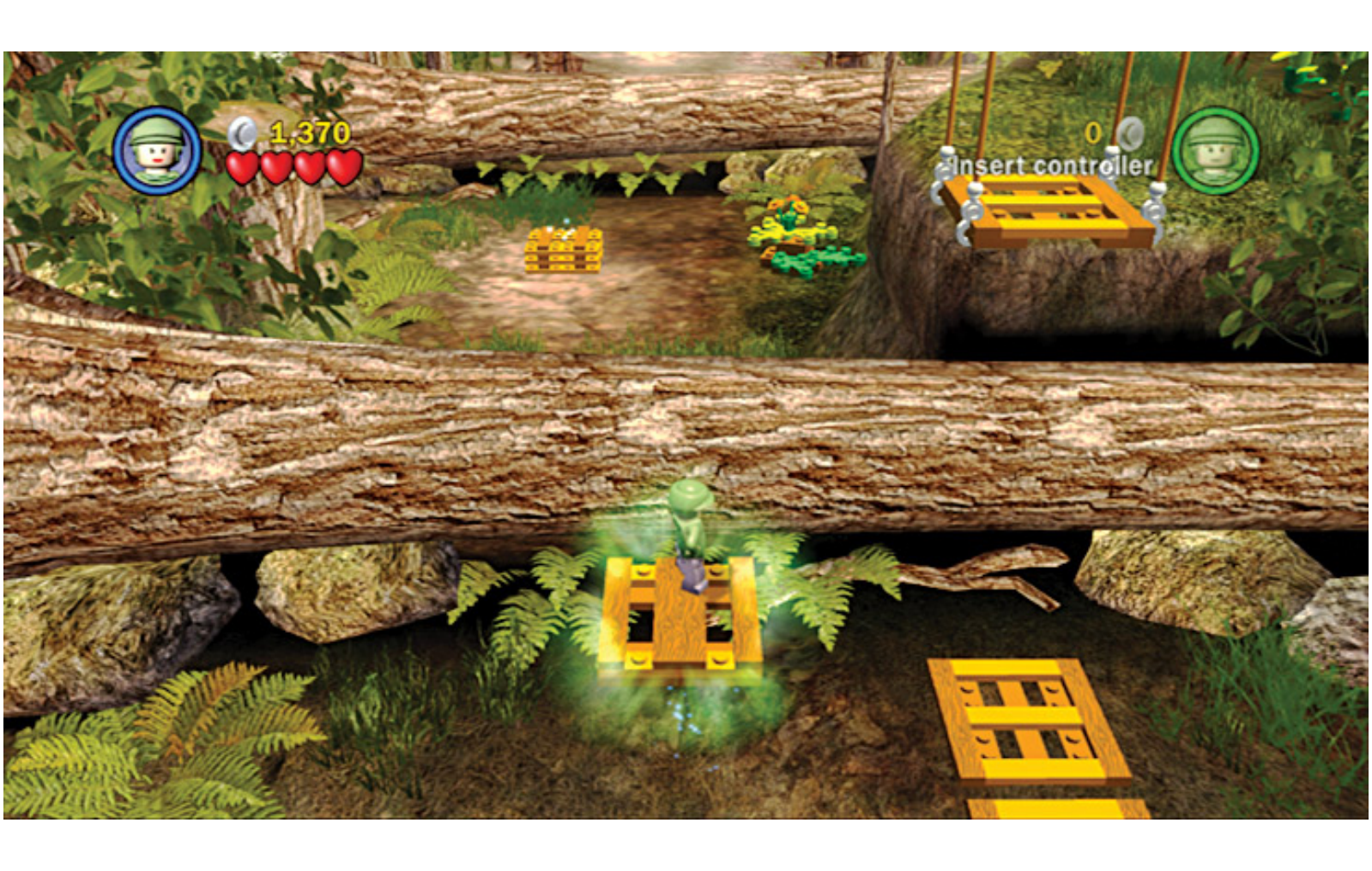
From the start, destroy all the LEGO vegetation around the area and collect the studs that spill out. When you destroy the plants to the north near the fallen tree, you'll find some wooden planks.

Use the Force to put these together into a wooden platform. Jump on the platform with Leia. Luke uses the Force to lift the platform up so you can jump to the other side of the fallen log.

Shoot the plants in the back right corner for some more studs and to reveal a red circle swirl on the ground. Use your ascension gun and grapple to the ledge on the right and shoot more plants.

Follow the ledge to the south and jump on the wooden platform at the end to lower it. This raises up some platforms back near Luke and he can join you on top of the fallen tree.

Return to the circle swirl on the ground to find a pile of LEGOs to the left. Use the Force to turn those LEGOs into a ramp leading over the next fallen tree. Climb the ramp to get to the other side.



Get on the wooden platform and Luke lifts you up.

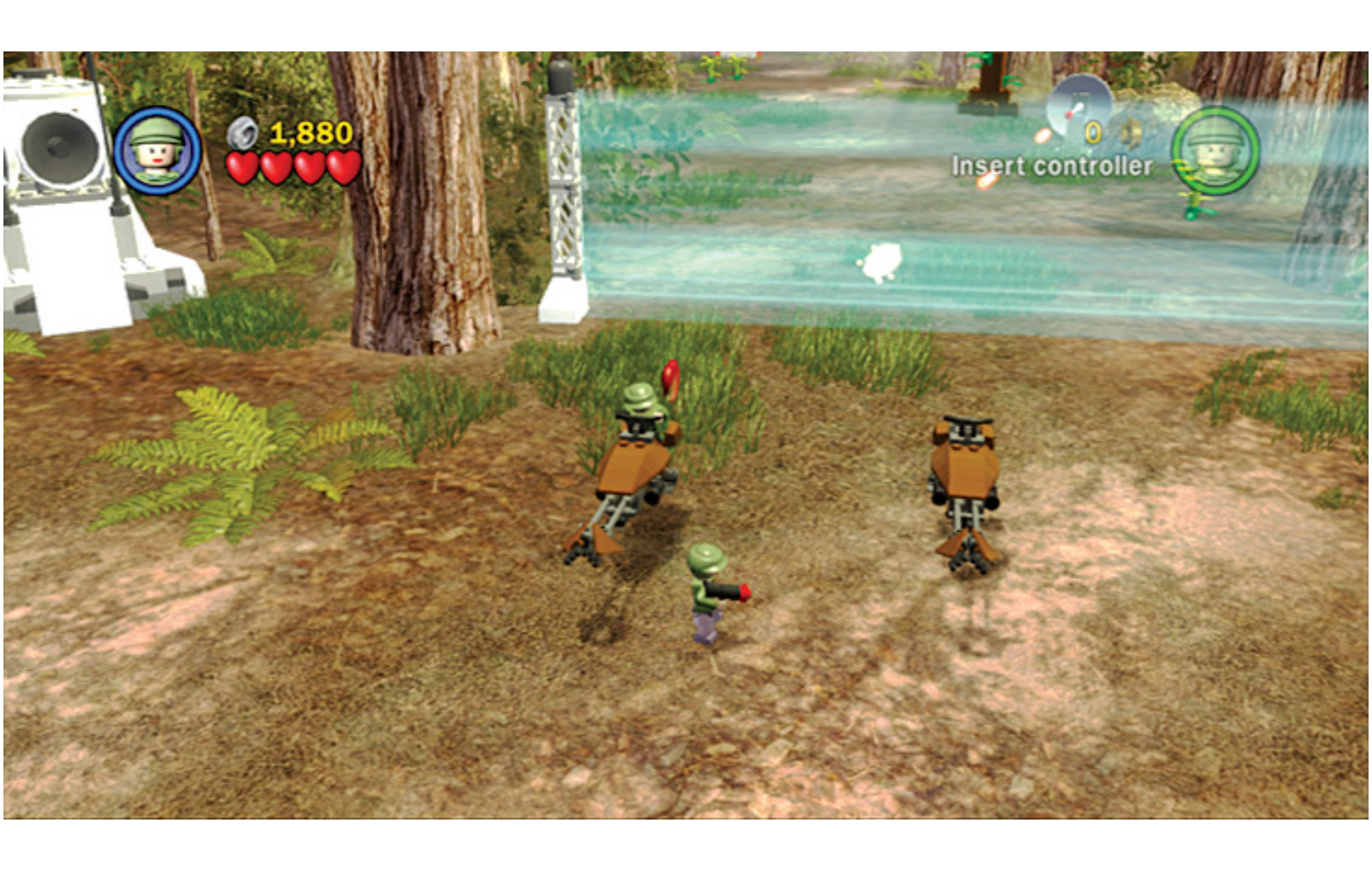
Jump down the cliff wall to the right and assemble the LEGOs on the ground to create a red circle swirl pad. Collect the loot on the ground. Then shoot the nearby plant for even more studs.

Run along the dirt to the right to find yourself on a large dirt trail. To the right is a large force field with four blue posts.

As you stand there, a pair of Imperial speeder bikes races in from the north and a force field blocks the rest of the path.

When a bike stops in front of you, the guard gets off, giving you the perfect chance to put your lightsaber right through him.

After both of the drivers have been dealt with, you can jump on your new ride. After you get on your Imperial speeder bike, the force field that was blocking the path disappears.



Those stormtroopers won't be using their bikes anymore, so they're all yours.

Note

The speeder bike trail around the forest follows a circular loop, so you will see the same terrain over and over again. If you happen to miss something on the first pass, you'll get another chance to shoot or collect it the next time around.

Your bike goes pretty fast and there are plenty of plants and trees that you might miss destroying on your first few passes.

As soon as you get on your new ride, two more enemy speeder bikes zip past you to the north. Before you go racing after them, you have some business to take care of in the forest.

First, blast the large white turret gun up ahead that's trying to gun you down. Collect the studs it leaves behind. Now follow the trail those bikes are on, shooting the LEGO plants as you go and grabbing the goodies they leave.

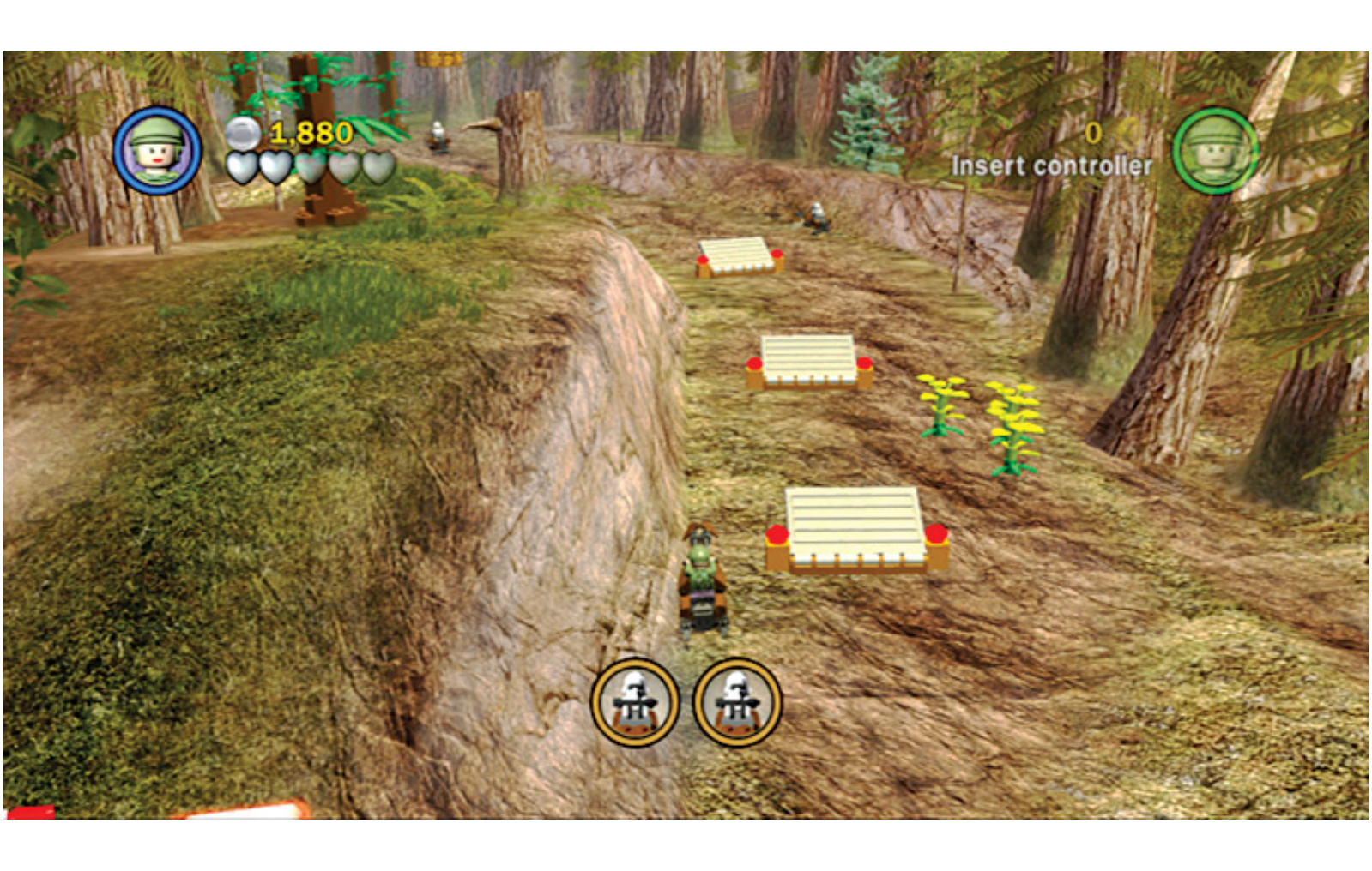
On the left side of the trail on the ground, you'll find a wooden lever with red lights on either side of it.

Drive over the lever to turn the lights green and raise a wooden ramp behind it. Drive up the ramp and collect the LEGO canister at the top.

Continue to follow the trail ahead and shoot all the white turret guns and plants you see. Be sure to circle back and collect all the studs they leave behind.

Keep moving along the path until you see three rectangular levers lined up along the ground on the trail's right side.

Ride your speeder bike over a lever to turn the lights on it from red to green. Run over all three, and a LEGO canister appears at the end of the row for you to grab.



Ride over all three levers to get another canister.

Keep moving along the trail and you come to an area where there are two more ground levers on the right side of the trail. Ride over both to turn the red lights on them to green. A ramp rises up at the end.

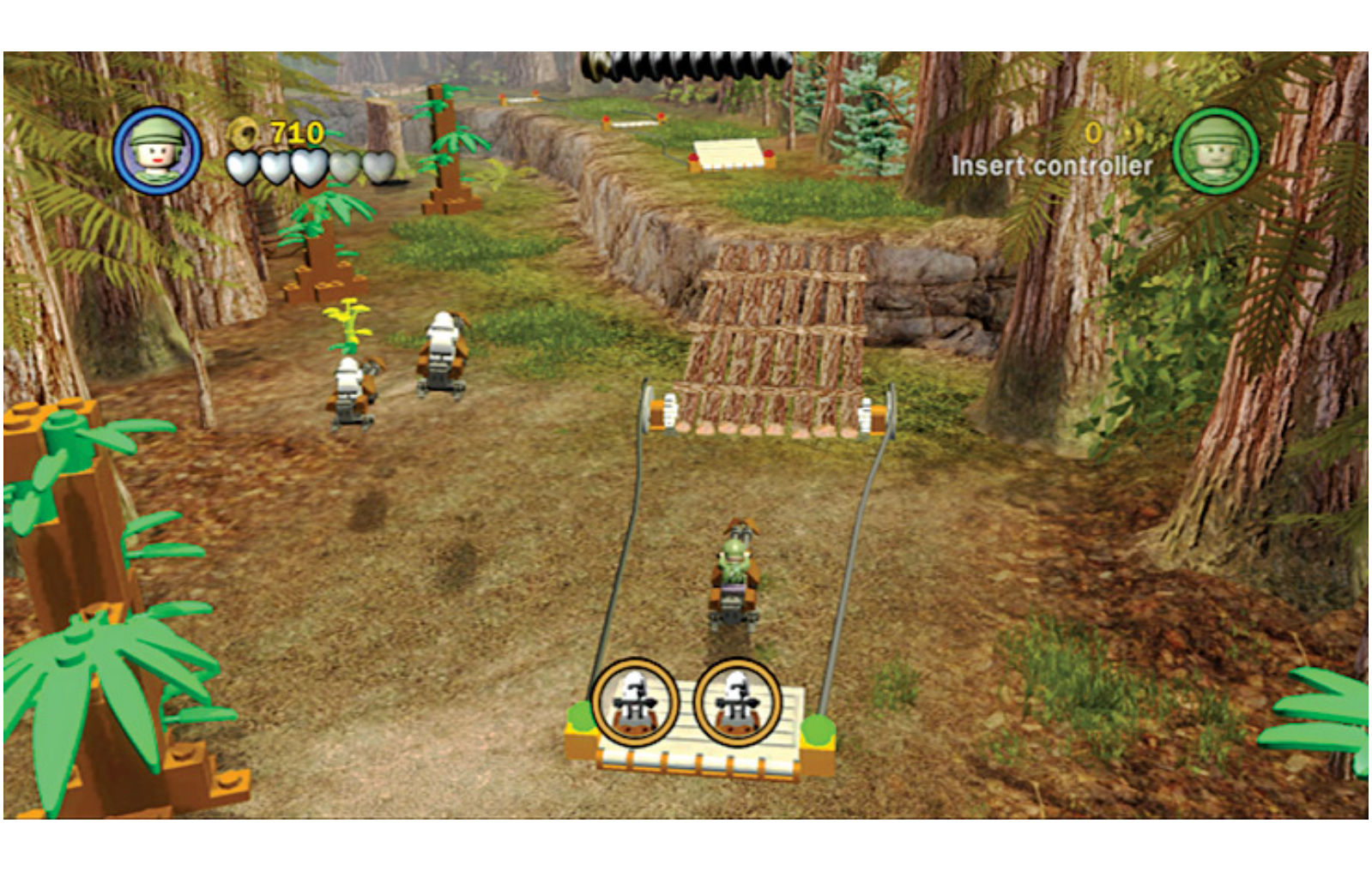
Follow this ramp up to a ledge on the side of the trail and grab the LEGO canister you find. Not too much farther up the trail you'll find four more ground levers on the trail's left side.

Ride over all four, and a LEGO canister lowers from the trees down to the end of the row of levers. Ride through it to add it to your stash.

Keep moving forward until you see another lever on the right side of the trail. Run over the lever; a ramp rises up ahead. Follow the ramp up to the ledge on the right and run over the levers lined up ahead of you.

Run over all three levers on the ledge. Another ramp rises up ahead. Speed up the ramp and grab the LEGO canister at the top.

When you get to the end of the ledge, keep to the right side of the trail. As soon as you drop down, you find another LEGO canister to add to your stash.



Run over the lever on the right of the trail to raise the ramp ahead.

Now that you have all those canisters, you can go after those Imperial speeder bikes! Ride as fast as you can and you'll catch up to them in no time.

Ignore the stuff in the terrain for now and focus your attention on stopping those stormtroopers. The bottom of the screen shows that you must take out two speeder bikes.

When those bikes get in range, start blasting away with your guns. After a few hits, each bike breaks into tiny pieces. After the last one falls apart, your speeder bike automatically stops at a force field blocking the path.

When your bike stops, you automatically get off and discover not only stormtroopers waiting for you, but also an AT-ST.

Quickly get in close to the large vehicle and use the Force to pull the driver out of the AT-ST's cockpit. Now jump in and take over the controls. Walk toward the blue force field generator to the right of the force field.

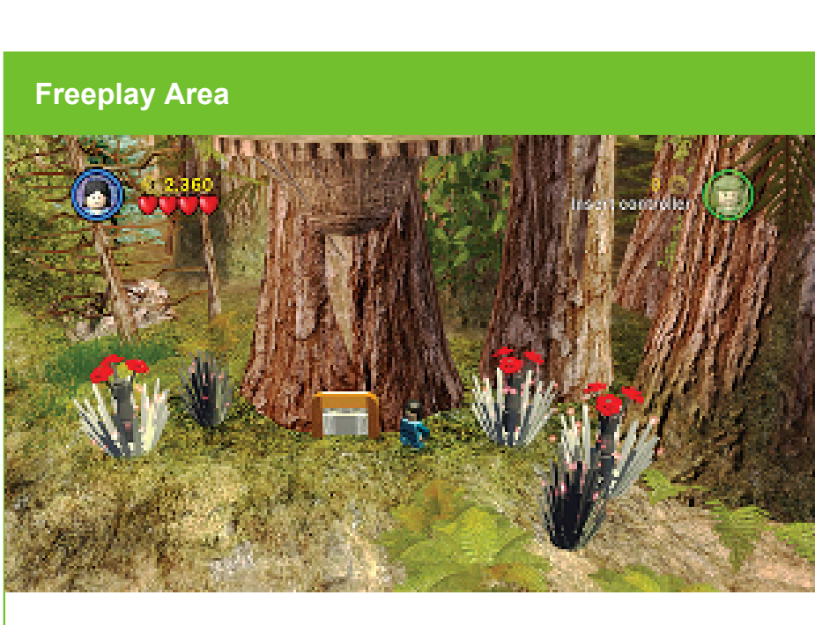
Fire your guns at the generator until it completely falls apart. Destroying this generator not only allows you to continue down the trail in front of you, but it also destroys one of the posts of the larger force field that is farther down the road.

Blast any stormtroopers still on the ground and walk the AT-ST over to the upper ledge on the trail's right side. Hop out of the vehicle to land on this ledge, where you can shoot the vegetation to find more studs.

Caution

Don't get too close to an enemy AT-ST or it will step on you and disable you for a few seconds.

Freeplay Area



When you get to the upper ledge on the path's right side, switch to a Sith character and use the dark side of the Force to pull out the black spiky plants from the ground.

Be sure to collect all the studs that are uprooted with each plant. After you destroy every plant, you can see a chute in the trunk of the large tree nearby. Switch to a Jawa and enter the chute to reach a platform high above you.

Now switch to R2-D2 and fly to another ledge to the left. Pull the lever on the trunk. A cage holding a LEGO canister will drop to the trail nearby. Get back to your speeder bike and run over the cage to add the canister to your collection.

With the generator gone, you can jump back on your speeder bike. The force field blocking the path disappears. Ride down the trail. Two more enemy speeder bikes race past you.

Race up behind them and blast them with your guns to break them apart. After the first two bikes are eliminated, a third bike races in, so take it out as well.

After all three bikes are destroyed, you automatically stop in front of another force field that is blocking the trail, and hop off your bike.

Run to the trail's right side and assemble the brown LEGOs on the ground to create a large step. From here, jump to the ledge above and smash the vegetation in the area for some hidden loot.

When you're done, run to the trail's left side and smash the large collection of plants on the ground. Hidden underneath are two AT-ST feet, which you will use in a minute. Stormtroopers start dropping from the sky.

Break them into little pieces as you follow the trail's edge to the south. When you see the brown box lying on the ground, use the Force to move it to the ledge on the left. Now you can jump on the box to get to the ledge above.

When you're on the upper ledge, use the Force to move another box and stack it on the last. Now Leia can run up the boxes and join you. Assemble the loose LEGOs on the ground to form a red circle swirl pad.

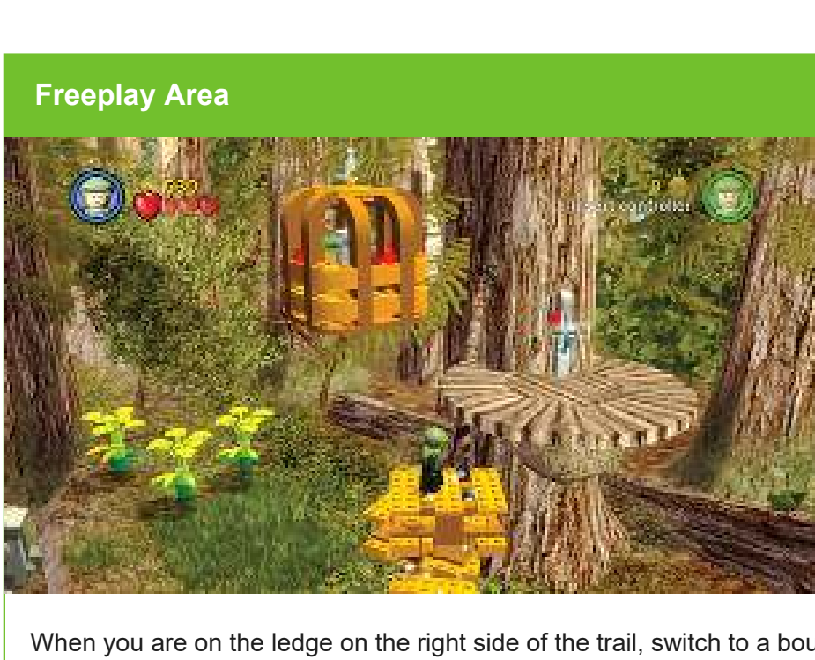
Then use your ascension gun to grapple to the platform in the trees, where you can pull the lever that's up there. This releases some LEGO parts that were hanging from the tree you're on. They drop to the ground.

Drop down to the ground yourself and blast any more stormtroopers that come to stop you. Have Luke use the Force on the new LEGO pieces to put the rest of the AT-ST on top of the feet you found a moment ago.

Jump into the walker's controls and blast the force field generator in the upper-left corner.

Destroying it eliminates the second post of the larger force field in another section of the jungle. Jump on your speeder bike; the smaller force field blocking your way disappears.

Freeplay Area



When you are on the ledge on the right side of the trail, switch to a bounty hunter. Throw a thermal detonator at the two pieces of shiny metal equipment to uncover a hidden brown box inside.

Another brown box is leaning on a tree trunk nearby. Use the Force to stack all three boxes, then jump to the top of the stack. From there, jump to the platform on the large tree and pull the lever that you find.

This lowers a cage with a LEGO canister down to the trail. Return to your speeder bike and blast the cage to add the canister to your collection.

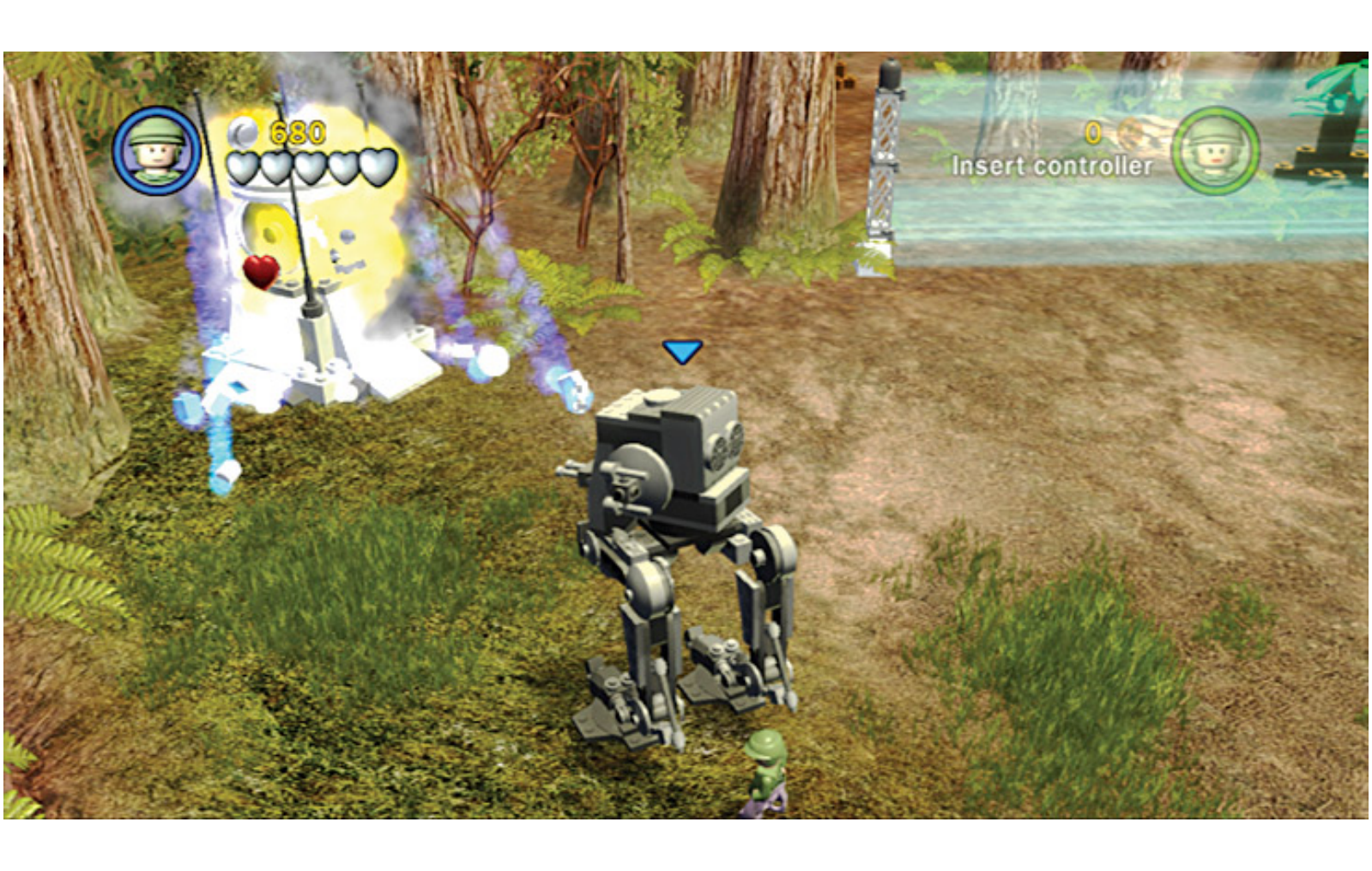
Move down the trail again. You have to destroy four more enemy speeder bikes. After the fourth one breaks apart, your speeder bike stops in front of another force field and you dismount from your bike.

Quickly run to the large AT-ST walker nearby and use the Force to send the driver crashing to the ground. Jump inside the empty cockpit and drop any stormtroopers that are roaming around.

When the coast is clear, fire at the blue generator in the upper-left corner. When it blows up, a third piece of the large force field down the path is destroyed.

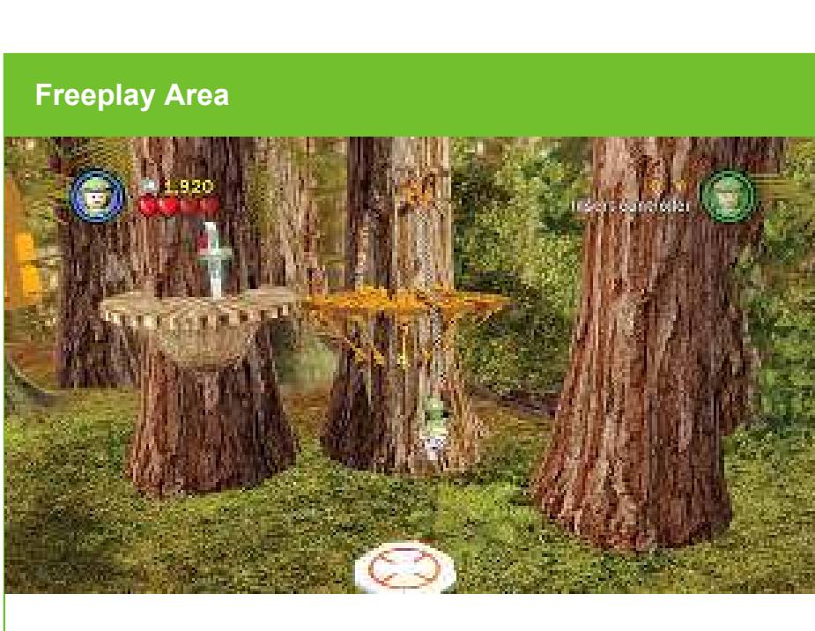
Run to the trail's right side and follow the upper ledge to the south until you see a pile of brown LEGOs. Use the Force to turn these into a large brown box. Jump on top of your creation, then jump to the ledge above.

Destroy all the vegetation you find and collect the goods that are hidden underneath. Now return to your speeder bike. The force field that was blocking your path is gone.



Blast the field generator in the upper-left corner with the big guns.

Freeplay Area



When you are on the ledge in the upper-right side of the screen, use the Force to move the platform on the right tree over to the center tree.

Now switch to a bounty hunter and use a thermal detonator to destroy the shiny metal equipment nearby. This leaves behind some loose LEGOs. Assemble them to create a red circle swirl pad.

Stand on this new pad and grapple up to the platform you moved. Move to the left and pull the lever on the tree trunk to lower a cage holding a LEGO canister.

Return to your speeder bike below and blast the cage to add the canister to your collection.

Caution

After you drop the five enemy speeder bikes in the next paragraph, you can no longer explore the jungle. Make sure you have thoroughly explored everything before you take out the fifth stormtrooper.

Zoom down the path again. This time you have to destroy five enemy speeder bikes. As they drive past you, speed up behind them and fire away. Keep shooting until all five are nothing more than spare parts.

After the fifth one goes down, you stop in front of yet another force field that blocks your path. Drop the stormtroopers on the ground, then run to the south. A deep chasm cuts through the trail, but there is a narrow bridge for you to cross.

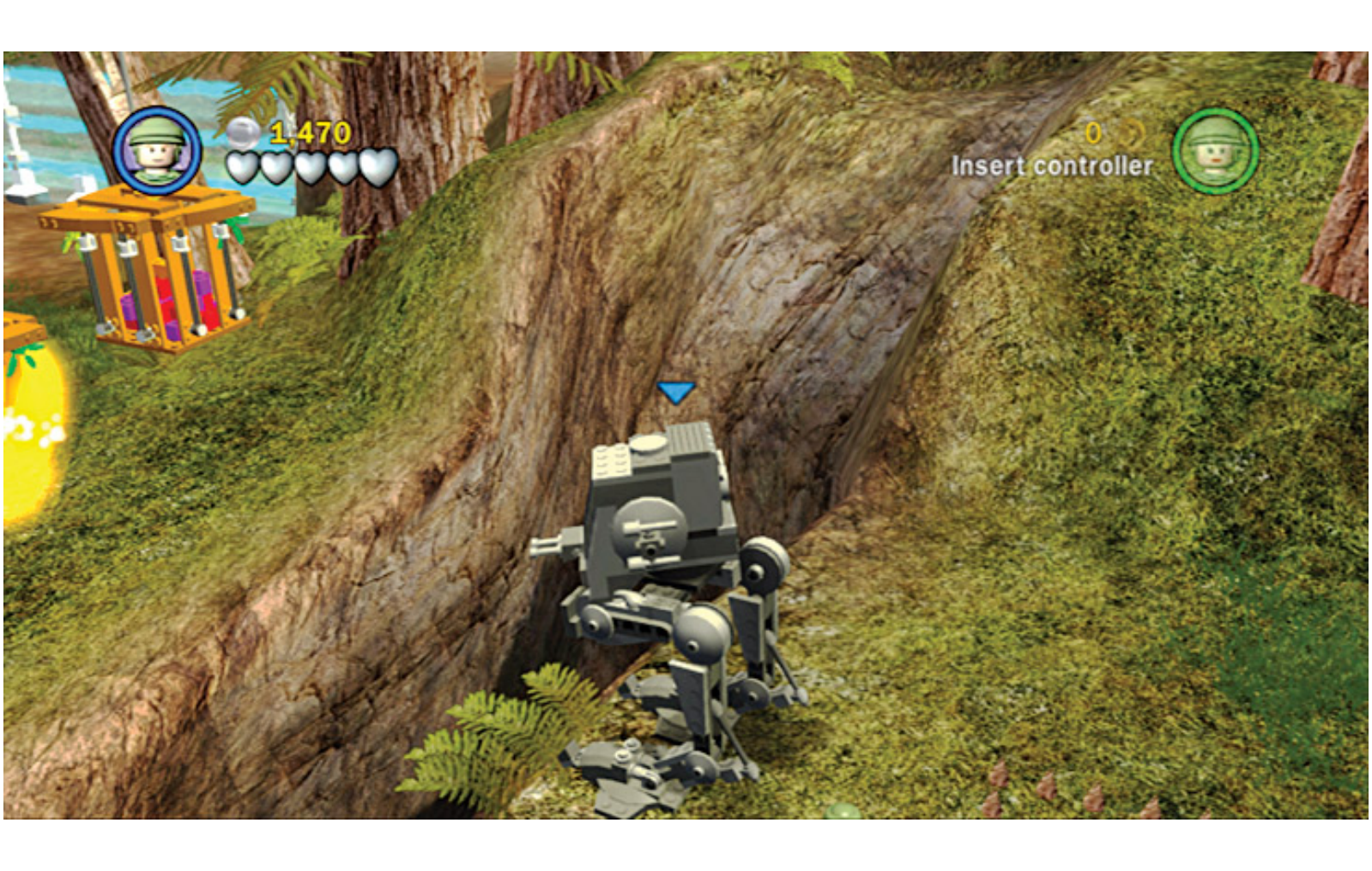
On the other side, smash all the vegetation you see. Some AT-ST feet are hidden under some plants, as well as some loose LEGO parts. Assemble the pieces to create a turnstile.

Push the green side and the wooden cage holding some loose AT-ST pieces goes down. Keep pushing the green side until the cage completely disappears. Use the Force on the pieces inside the cage to construct the AT-ST walker.

Blast any stormtroopers that might be around, then head to the edge of the nearby chasm. Shoot the LEGO crates hanging from the trees on the other side. Some loose pieces go crashing to the ground.

Exit the vehicle and use the Force to turn those loose pieces into a large bridge that spans the chasm. Get back into the large walker and cross the bridge.

Head for the blue shield generator in the far-left corner and blast it to pieces. This destroys the last post of the large force field in the jungle on the right.



Shoot the basket of hanging LEGOs on the other side of the chasm.

Now that the large force field is gone, you can head down the path it was blocking. When you get to the other side, start blasting all the vegetation you see, including plants and trees.

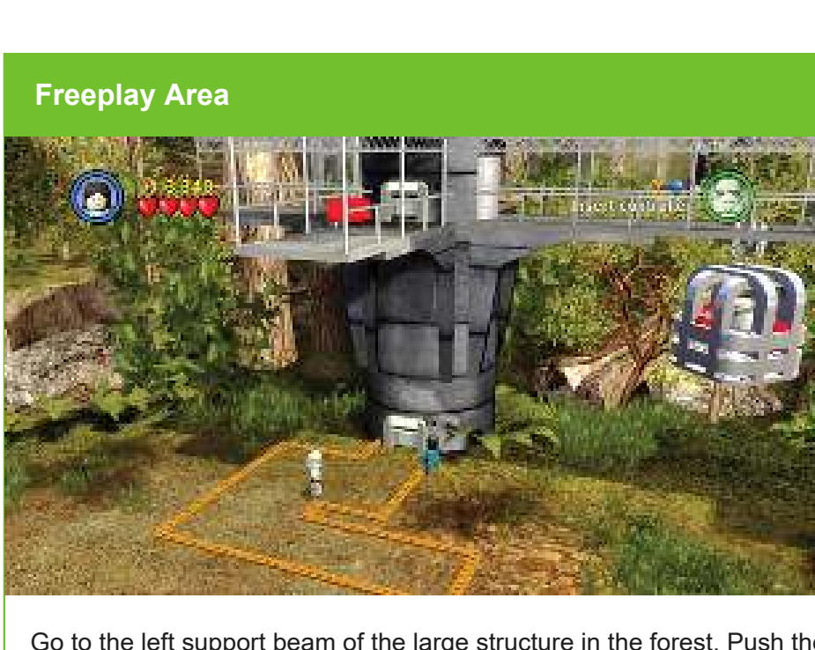
Be sure to collect all the valuable studs that drop to the ground as you go. In the distance is a metal structure with two support beams sticking into the ground.

There's no reason to go to the left beam for now, so head toward the one on the right. Assemble the loose LEGOs on the ground to create a red circle swirl pad. Grapple from the pad to the structure above to get some valuable studs.

Now drop back to the ground and pull the levers on the beam nearby to open the door. Head inside and ride the elevator up to a walkway above.

Follow the walkway to the left and jump in another elevator to continue your journey up to the top of the structure.

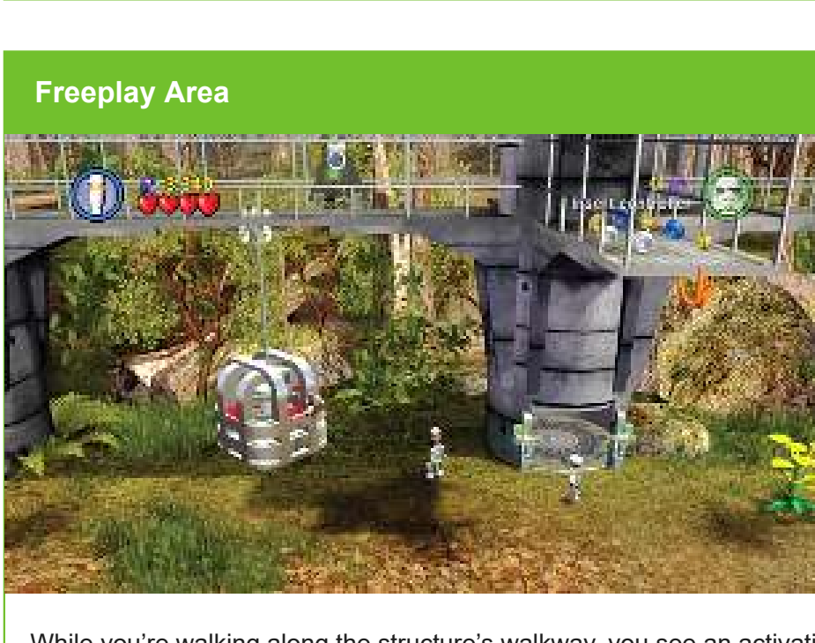
Freeplay Area



Go to the left support beam of the large structure in the forest. Push the movable box along the ground until it is right up against the beam.

Switch to a small character, like a Jawa, and enter the chute. This takes you to a walkway above, where you can grab a red power brick for your collection.

Freeplay Area



While you're walking along the structure's walkway, you see an activation panel with a picture of a stormtrooper. Switch to a stormtrooper and use the panel. A cage with a LEGO canister lowers to the ground below you.

Get in the elevator to the right and ride it back down to the forest floor. Throw a thermal detonator at the cage and add the canister to your inventory.

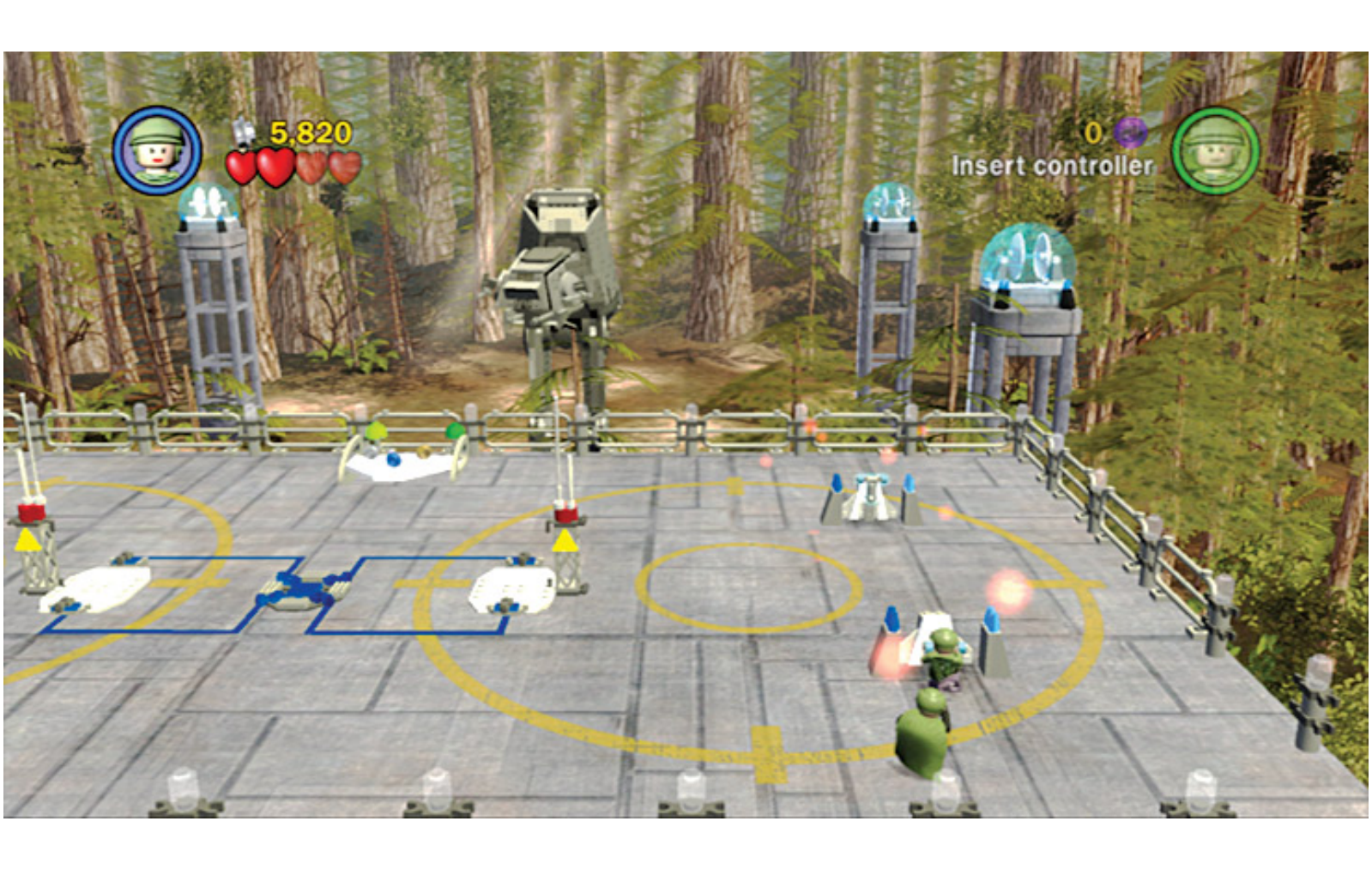
From the top of the structure, you can see a large AT-AT walker in the distance. Before you can even think about that beast of a machine, some stormtroopers grapple to the roof to take you out.

Walk along the roof's edge and use your lightsaber to smash all the grappling hooks to stop the stormtroopers from coming up. After all the hooks are gone, move along the roof, smashing all the gray fence pieces to find hidden studs.

Also on the roof are four blue levers that control small force fields over the four radar dishes surrounding the AT-AT in the distance. After you pull a lever, the corresponding force field disappears from a radar dish.

Move around the rooftop and pull all four levers to disable all four radar dish force fields.

Now run to the back of the roof and step on the white pad in between the green lights. The white pad flings you through the air until you land at the controls of the AT-AT walker.

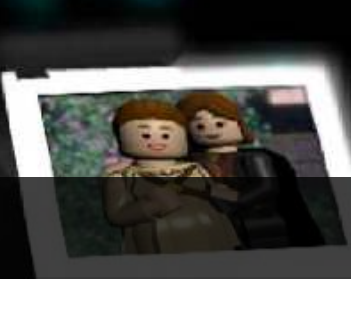


Pull the blue levers around the rooftop to disable the force fields protecting the radar dishes in the distance.

Now that you control the giant walker, spin it around and fire at the four radar dishes surrounding you. Each time you destroy one, the corresponding lever on the rooftop also explodes.

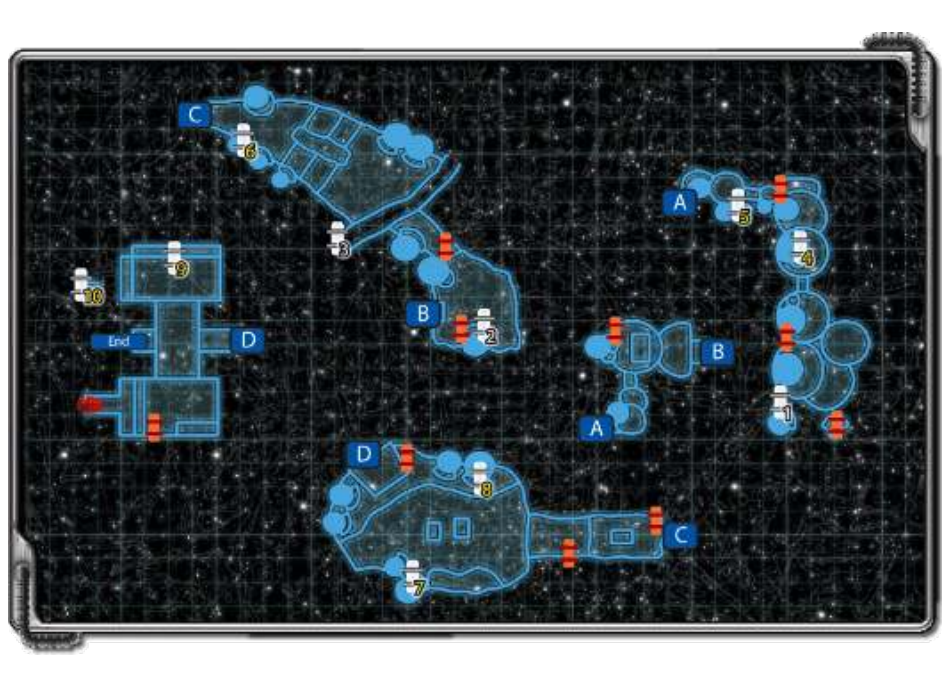
The explosions on the rooftop leave behind studs and some loose LEGO pieces. When all four dishes are gone, exit the AT-AT and you'll fly back to the rooftop.

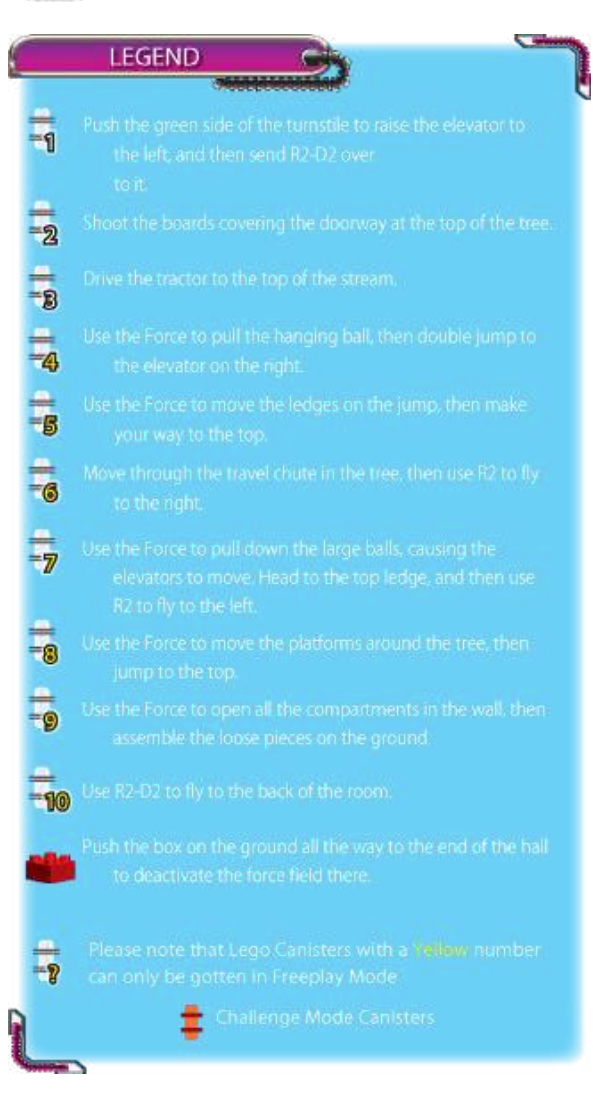
Move toward the center of the rooftop. You'll see two sets of levers nearby. Pull one of the levers and your partner will pull the other. That begins the destruction of this Empire-controlled structure.



Episode VI: Return of the Jedi

Chapter 4: The Battle of Endor





LEGEND

- 1 Push the green side of the turnstile to raise the elevator to the left, and then send R2-D2 over to it.
- 2 Shoot the boards covering the doorway at the top of the tree.
- 3 Drive the tractor to the top of the stream.
- 4 Use the Force to pull the hanging ball, then double jump to the elevator on the right.
- 5 Use the Force to move the ledges on the jump, then make your way to the top.
- 6 Move through the travel chute in the tree, then use R2 to fly to the right.
- 7 Use the Force to pull down the large balls, causing the elevators to move. Head to the top ledge, and then use R2 to fly to the left.
- 8 Use the Force to move the platforms around the tree, then jump to the top.
- 9 Use the Force to open all the compartments in the wall, then assemble the loose pieces on the ground.
- 10 Use R2-D2 to fly to the back of the room.
- Push the box on the ground all the way to the end of the hall to deactivate the force field there.
- ? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode
- Challenge Mode Canisters

It's a good thing that the Rebel friends had C-3PO with them. Those furry Ewoks think he is some kind of god, and they actually *like* to hear him talk. At least somebody does.

Otherwise, our heroes would have ended up as the main dish at an Ewok barbecue. As the Rebels prepare their final plans, Luke must leave to find Vader on the Death Star. So much for the happy reunion.

Luke might be gone, but you still have to carry on with the mission. You start high above the forest in the Ewok village in the trees. Show your thanks and blast the pots against the wall behind you.

Collect the studs and shoot the boards that cover the doorway so you can shoot the blue pot inside. Shoot the container in the other doorway and grab the valuable goods that spill out.

Now follow the path and run around behind the doorway where you just shot the pot. While you're out of view, grab some valuable studs. Follow the path until you loop back around to where you started.

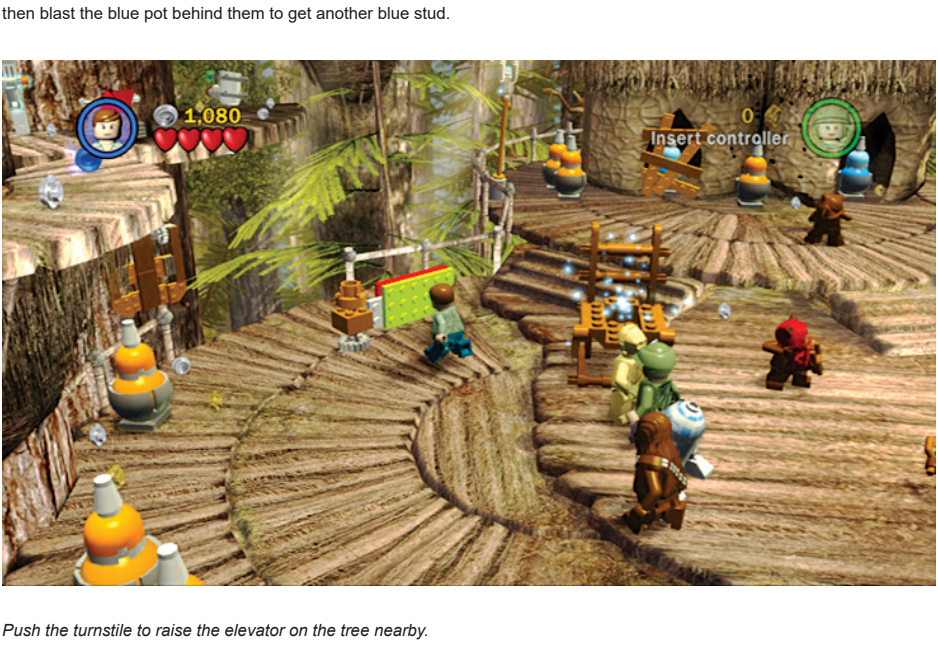
Move to the left of the village and smash more pots for more goodies. Break the purple box to find some loose LEGO pieces to assemble. Assembled, they form a turnstile; as before, push the green side to spin it.

Keep pushing to make an elevator platform along the giant tree to the northwest raise to a horizontal position. Send R2-D2 over to the new elevator; it raises him up to a platform above.

He can collect the LEGO canister and some studs there. There's nothing more to do here, so fly back to the main part of the village.

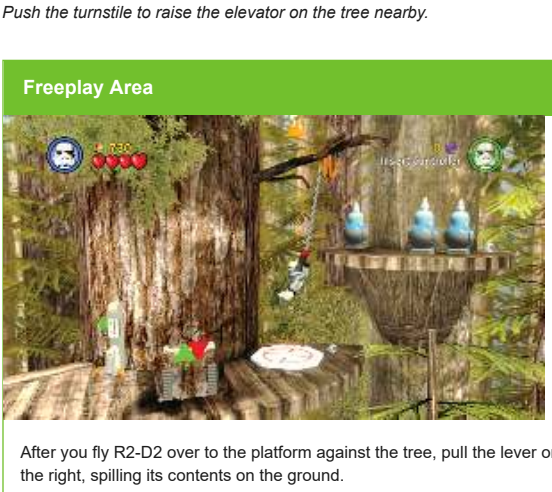
Move to the right and you'll find another pile of loose LEGOs. Put the pile together to create a barbeque and collect the studs that are released.

Continue moving to the right, shooting more pots and collecting more studs. Blast the brown boards blocking the doorway, then blast the blue pot behind them to get another blue stud.



Push the turnstile to raise the elevator on the tree nearby.

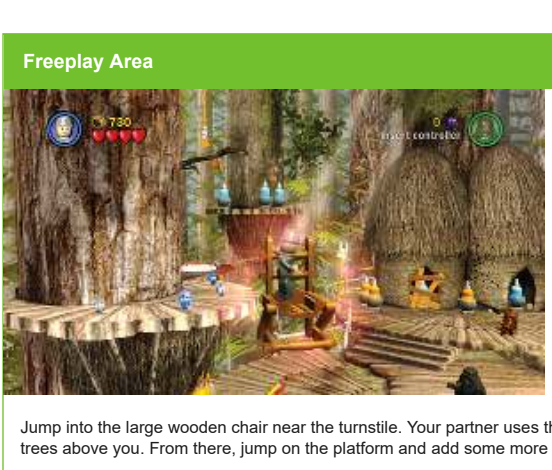
Freeplay Area



After you fly R2-D2 over to the platform against the tree, pull the lever on the trunk. This drops a crate of supplies over to the right, spilling its contents on the ground.

Assemble the LEGO pieces that spilled out to create a red circle swirl pad. Now use your ascension gun to grapple to a ledge over to the right. Shoot the blue pots you find and collect the blue studs that are inside them.

Freeplay Area



Jump into the large wooden chair near the turnstile. Your partner uses the Force to move the chair to a platform in the trees above you. From there, jump on the platform and add some more studs to your collection.

Freeplay Area

Use the dark side of the Force on the barbecue to get the burners going. Once it is fired up, use the Force on the nearby pot to move it onto the grill. The pot's contents start bubbling out and so do some studs.

Snatch them up. Now you have food but no place to eat. Use the Force on the LEGOs near the grill to form a table and some chairs. After everything is put together, use the Force on the cups and plates on the table to get a few more studs.

The path to the right eventually leads to a small chute in the wall. Switch to Wicket and hop inside the chute. It takes you to a walkway on another tree to the right. Assemble the loose LEGOs you find to the left of the chute exit.

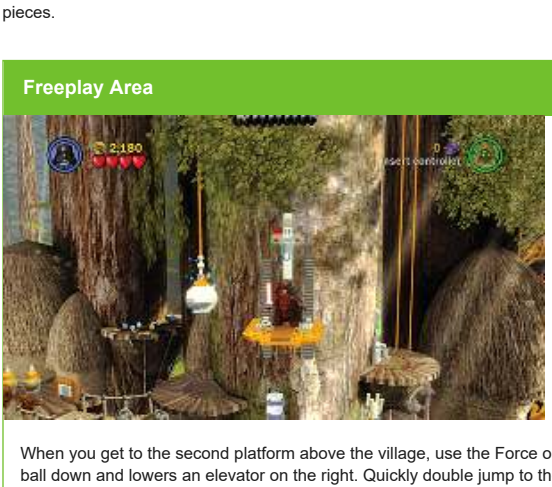
This fixes the controls for a bridge that rises up and connects to the walkway from which you just came. Your friends can now run across and join you.

Now follow the village walkway to the right. As you move, continue shooting all the pots and boxes along the path to find hidden treasures. An elevator to the north takes you to a ledge above.

Switch to R2 and fly to a ledge on the left, and from there, fly to another ledge on the left to get some valuable studs. Go back to the village and continue moving to the right. When you see some boards covering a doorway, blast them apart.

Use C-3PO to access the activation panel in the doorway. This causes a crate to drop to the walkway and shatter into tiny pieces.

Freeplay Area



When you get to the second platform above the village, use the Force on the ball hanging over your head. This pulls the ball down and lowers an elevator on the right. Quickly double jump to the elevator.

It takes you to a lever overhead. Pull the lever; a cage door opens below you, so grab the LEGO canister that was behind it.

Assemble the loose pieces from the crate that broke on the walkway to create a red circle swirl pad. Use your ascension gun and grapple to the ledge overhead. Pull the lever on the tree trunk.

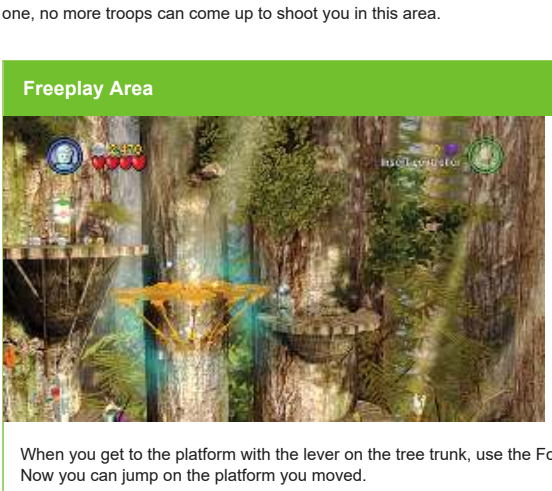
A bridge rises up below you. Drop back down to the village and run to the right to cross the bridge. On the other side, break all the pots to add more studs to your collection.

Continue following the walkway through the village. It eventually starts to wind down to a lower level. When you get to the lower level, smash more pots and follow the walkway to the right.

As soon as you run down a small ramp, shoot the equipment in the center of the area to find a power up. Some stormtroopers grapple up the sides of the village to greet you.

Fight them off and then run along the fence of the village, blasting all the grappling hooks you see. After you destroy the last one, no more troops can come up to shoot you in this area.

Freeplay Area



When you get to the platform with the lever on the tree trunk, use the Force to lower a platform in the tree to your right. Now you can jump on the platform you moved.

From there, jump to another platform to the right and collect some studs. Remember that platform you just lowered? Well, use the Force to move it again.

From the ledge you're standing on, you can jump to the top of the ledge you just moved. From there, jump to a new ledge to the left and add a LEGO canister to your stash.

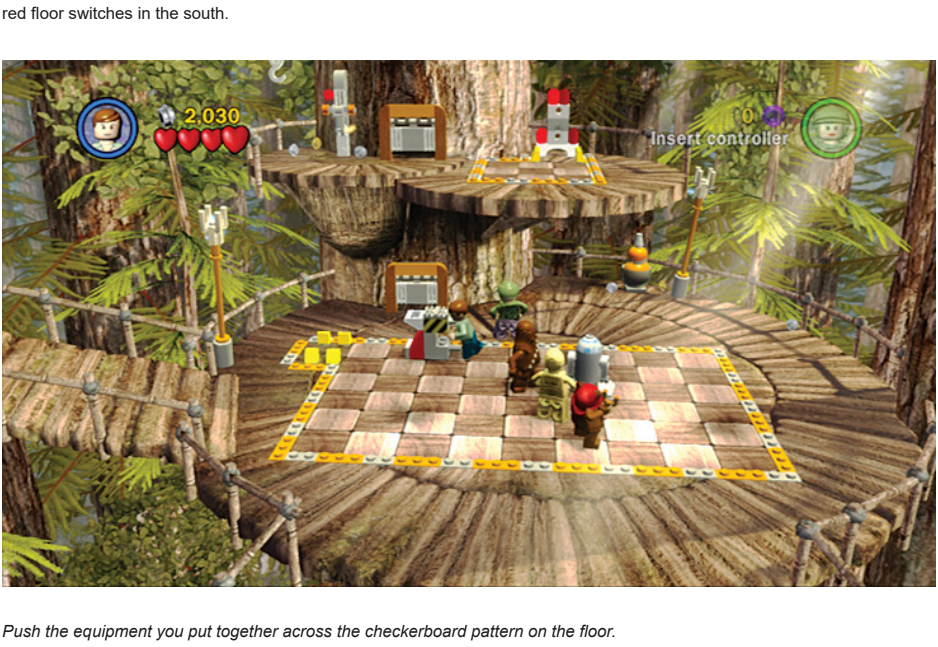
When the coast is clear, continue to destroy all the equipment on the checkerboard pattern in the center of the walkway. Some of the equipment leaves behind some loose LEGOs that you can assemble.

Put them together to form a piece of equipment that you can push all the way to the left until it fits into the slot in the floor. This raises a large platform to the south.

Now use Wicket to jump into the travel chute in the large tree nearby. This chute takes you to a platform above, where you pull a lever attached to the tree.

This causes a crane to lower and grab that piece of equipment you just pushed along the floor below. The crane deposits it on a checkerboard pattern on a small platform to the right.

Push this piece of equipment into the slot in the tree to the right of the larger tree. Doing so raises a platform with some red floor switches in the south.



Push the equipment you put together across the checkerboard pattern on the floor.

Drop back to the village walkway and run to the south. Stand on one of the red floor switches to turn it green. The rest of your party does the same.

After all the switches turn green, the platform you're standing on lowers to the forest floor. Shoot the guards standing around in the south, then blast the ones on a walkway to the east.

When the coast is clear, run to the left of the clearing. Shoot all the vegetation and collect the stud on the ground. Destroy a purple box nearby and assemble the LEGOs it leaves behind to create a circle swirl pad.

Use your ascension gun while standing on the pad to grapple to a platform overhead. Destroy all the pots you see and collect the goodies that spill out.

Shoot the boards covering the doorway and collect the LEGO canister that is hidden behind them. Drop back to the forest floor and move to the right.

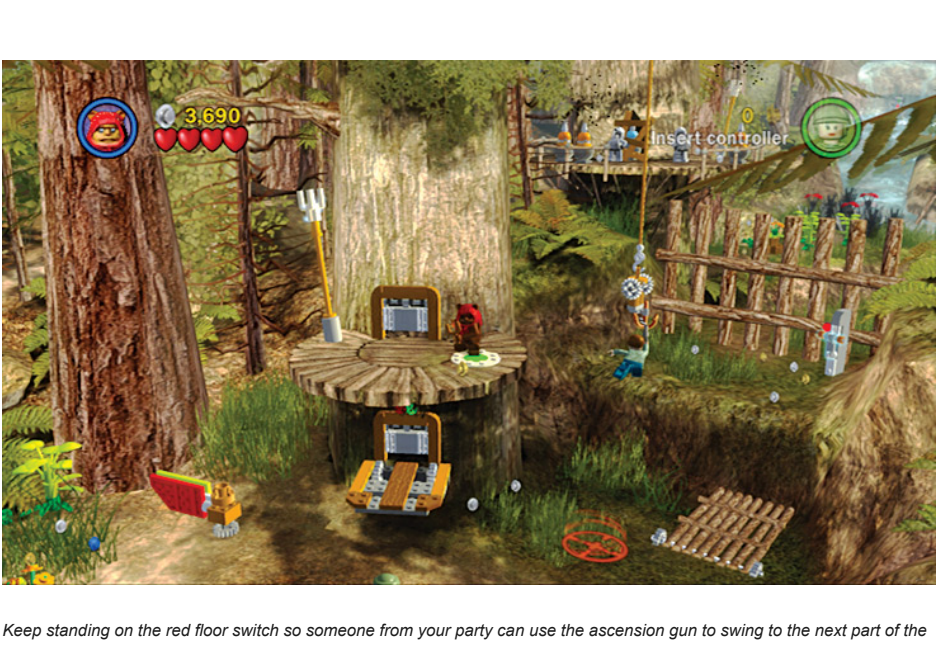
The rest of the trail is too high to get to for now, so destroy all the vegetation on the ground and snatch the studs that litter the ground. Put together some loose LEGO pieces from under the plants to form a red and green turnstile.

Push the green side to raise a platform against the cliff wall to the right. After the platform rises as high as it can go, use Wicket to get in the travel chute in the wall.

The chute takes you to a ledge directly overhead. Once you get there, step on the red floor switch. This causes a hook hanging nearby to move to the right, and a red circle swirl to appear on the ground below.

Continue to stand on the switch while another character uses the circle swirl to swing to the next part of the trail on the right.

Once that character gets there, they will pull a lever to raise a ramp so that everybody can get up to the next part of the trail.



Keep standing on the red floor switch so someone from your party can use the ascension gun to swing to the next part of the trail.

Now blast the stormtroopers who are in your way. Move to the left and destroy all the plants you see. You'll find a red circle swirl pad on the ground. Stand on the swirl and grapple to a platform overhead.

Destroy all the pots you see and blast the boards covering the doorway. Hidden behind them is a blue pot that you can turn into junk, then collect the studs inside.

Now drop back down to the trail and follow it as it crosses a small stream. The current is strong, preventing you from going too far upstream for now, but you'll be back later.

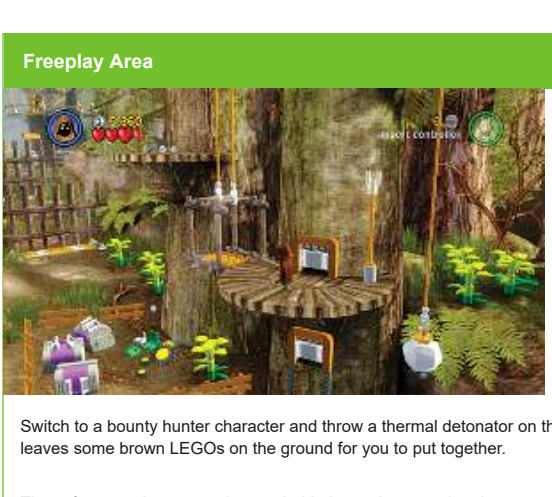
When you get to the stream's other side, blast any guards that you see, then get to work destroying the plants on the right side of the area.

While you're on the right side, destroy the wooden fence as well as the purple boxes that were penned up. Then get the loose LEGOs on the ground. Put them together to make a tractor. Lots of valuables spill out for you to grab.

Freeplay Area

Some black spiky plants down by the river are impervious to blaster fire. Switch to a Sith character and use the dark side of the Force to pull up each black plant and grab the studs that come out with them.

Freeplay Area



Switch to a bounty hunter character and throw a thermal detonator on the right side of the farm. The large explosion leaves some brown LEGOs on the ground for you to put together.

These form an elevator on the tree behind you. Jump on the elevator and use the Force on the hanging ball to the right. This raises the elevator up to a travel chute located in the tree trunk.

Switch to your small character, like an Ewok, and go inside the chute. The chute takes you to a platform overhead.

Grab the studs on the ground, then jump on the elevator to the left and ride it up to another platform. When you get there, add more studs to your stash.

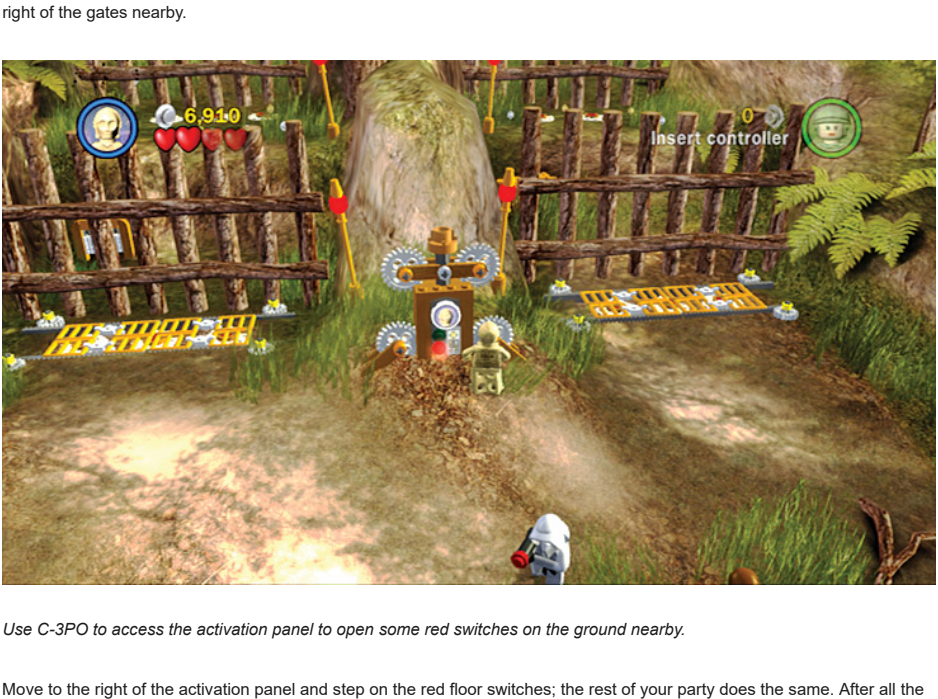
Drive the tractor you just created to the left side of this farm. Drive the tractor over the tops of the carrots that are planted in the ground to make them grow. After everything sprouts, some studs pop up too.

Keep moving over the carrots until every last one has sprouted from the ground. When all the vegetables are above ground, chop them down for even more goodies.

Now drive the tractor into the water and head upstream. When you get to the waterfall at the end, jump off and grab the LEGO canister you find.

After you get the canister, go to the back of the farm. In the center of the area is a tan box. Blast it apart. It leaves behind some LEGOs that you can assemble into an activation panel.

Move C-3PO over to this panel and have him access it. This causes some red floor switches to be revealed to the left and right of the gates nearby.



Use C-3PO to access the activation panel to open some red switches on the ground nearby.

Move to the right of the activation panel and step on the red floor switches; the rest of your party does the same. After all the switches turn green, the gates in front of you rise up, opening the path ahead.

Run forward and assemble the loose LEGOs on the ground to create a small wooden ramp. This ramp is perfect for the droids to use to get up to the walkway's right side.

Run around the activation panel that C-3PO used and head for the open gate on the left. In the wall beyond the gate is a travel chute that Wicket can use to get to a platform in the trees above.

Pull the lever on the trunk to make a crate drop to the floor below. Drop down and assemble the pieces into a red circle swirl pad. Use your ascension gun to swing to the next part of the trail that is too high to reach otherwise.

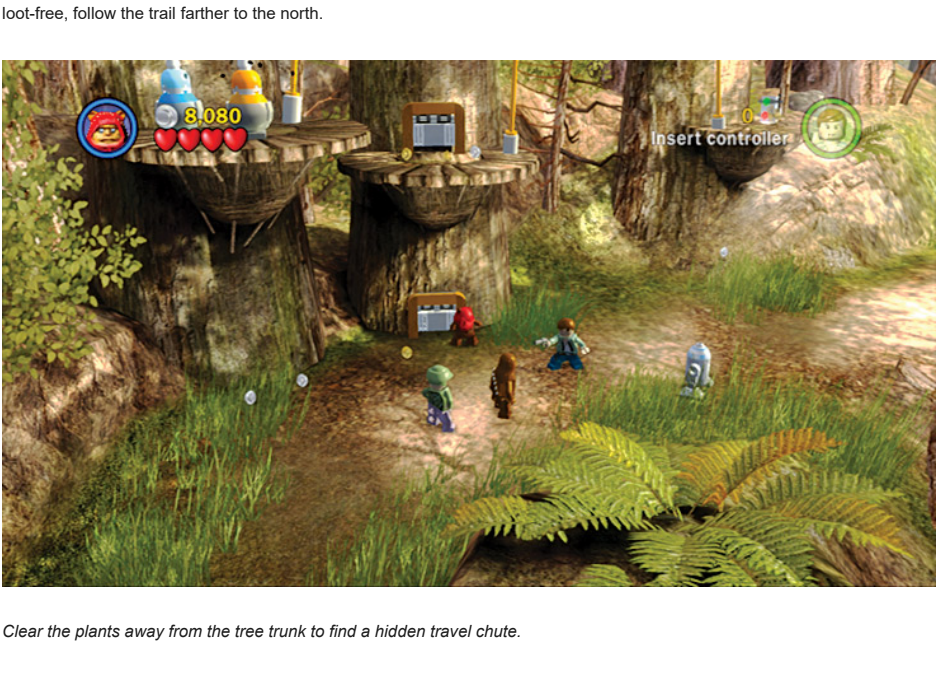
Step on one of the red switches on the ground. The rest of your party follows suit. When everyone is standing on a floor switch, the gate in front of you lowers into the ground, opening the trail ahead.

Move forward down the next part of the trail and blast the stormtroopers charging you. When they're dead, destroy all the vegetation on the area's left side. Doing so uncovers a travel chute hidden on the large tree trunk nearby.

Have Wicket jump into the chute to arrive at a platform above. From there, jump to another platform to the left and shoot the pots for some hidden loot.

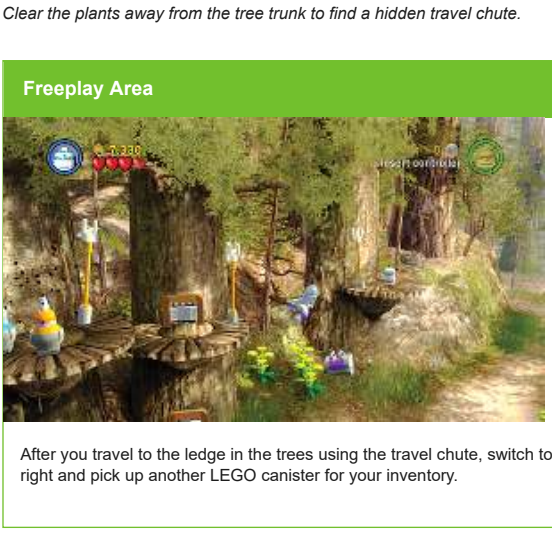
Drop back down to the ground and head to the area's right side. Blast all the plants you find and collect the goodies that litter the ground.

Some purple boxes are also here, so break those apart to be rewarded with even more hidden treasure. Once the area is loot-free, follow the trail farther to the north.



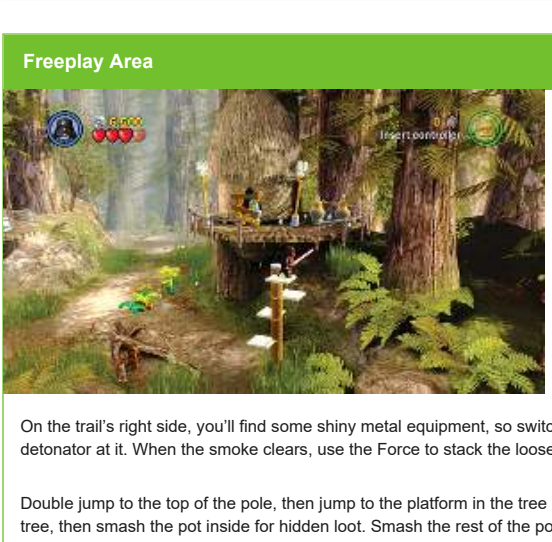
Clear the plants away from the tree trunk to find a hidden travel chute.

Freeplay Area



After you travel to the ledge in the trees using the travel chute, switch to R2-D2. Fly to the platform in the trees to the right and pick up another LEGO canister for your inventory.

Freeplay Area



On the trail's right side, you'll find some shiny metal equipment, so switch to your bounty hunter and toss a thermal detonator at it. When the smoke clears, use the Force to stack the loose LEGOs in the area to form a tall pole.

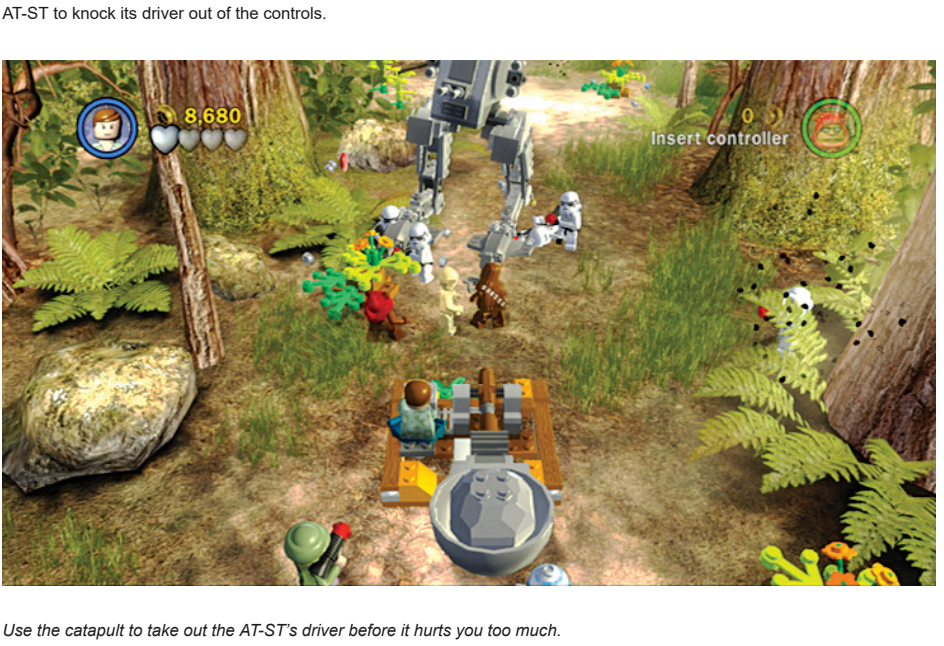
Double jump to the top of the pole, then jump to the platform in the tree nearby. Smash the boards covering a hole in the tree, then smash the pot inside for hidden loot. Smash the rest of the pots on the platform for even more goodies.

In the next area, start shooting the vegetation on the ground to find some hidden studs. As you do so, be sure to take out the stormtroopers that come rushing in to stop you.

When the area is enemy- and plant-free, head down the path until you find a catapult. Jump into the controls and starting firing at the debris that blocks the path in front of you.

After a number of hits, the debris shatters into tiny pieces, spilling studs all over the ground.

Don't leave the controls of the catapult just yet because an AT-ST comes charging at you. Fire a direct shot at the body of the AT-ST to knock its driver out of the controls.



Use the catapult to take out the AT-ST's driver before it hurts you too much.

When the walker is lacking a driver, quickly exit the catapult and jump into the AT-ST. Now that you have control of it, blast all the nearby stormtroopers who were trying to shoot you.

Continue along the path ahead and shoot all the plants along the trail to find some more valuables. The trail is eventually blocked by a flimsy fence. Use your AT-ST to turn it into garbage.

Continue advancing past the broken fence. You're in a large clearing. Use your AT-ST to blast all the stormtroopers running around the area trying to kill you. Move into the clearing and follow the left cliff wall.

Be sure to destroy all the vegetation as you collect more studs. You eventually get to some destructible purple boxes on the ground. These boxes leave behind some LEGOs for you to put together.

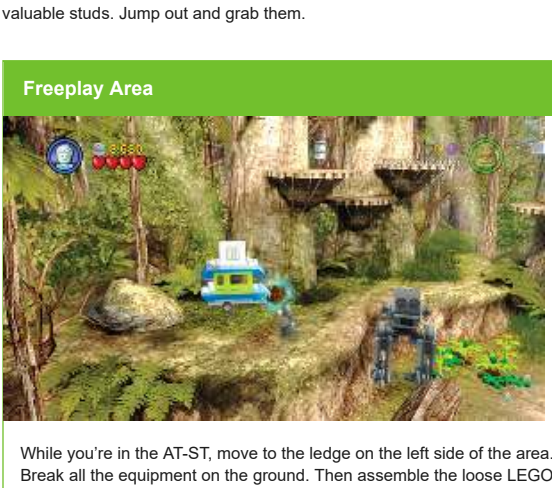
Once assembled, they form a turnstile. Get out of your vehicle and push the green side. As the turnstile spins, a platform comes down on the tree nearby.

Blast the vegetation to the left of the boxes and you uncover a red circle swirl pad. You can't do anything there yet, so get back in your AT-ST.

Now walk to the north of the clearing. When you get to the end, jump out of your walker and blast all the vegetation to find some more studs.

Get back in the AT-ST and blast the large pile of debris to the right. After a few hits, the pile explodes, leaving behind many valuable studs. Jump out and grab them.

Freeplay Area

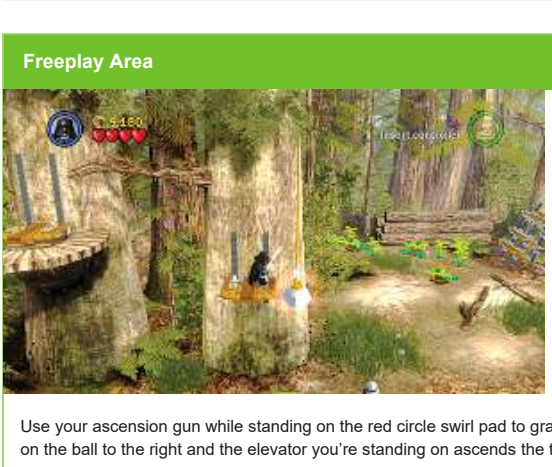


While you're in the AT-ST, move to the ledge on the left side of the area. Exit the vehicle so that you land on the ledge. Break all the equipment on the ground. Then assemble the loose LEGOs that you find.

Next, throw a thermal detonator at the two shiny metal boxes nearby to destroy them and create more LEGO pieces.

Now use the Force to put all these pieces together to make a trailer. Use the Force again on the top of the trailer. The lid on top opens up so some Ewoks can jump out.

Freeplay Area



Use your ascension gun while standing on the red circle swirl pad to grapple to the elevator above. Use the Force to pull on the ball to the right and the elevator you're standing on ascends the tree.

When it reaches its top height, quickly double jump to a ledge on the left before the elevator drops back down again. Stand on the elevator you find there and again use the Force on the ball hanging to the left.

When this second elevator reaches its top height, quickly switch to R2 and fly to a platform to the left. Move across those platforms until you can grab the LEGO canister that was up there.

Jump back into the walker, and from there, jump to a platform in the trees nearby. Step on the red floor switch you find to make a red circle swirl pad appear on the ground below.

Someone in your party uses the ascension gun to grapple to another platform to the right. That character pulls the lever on the tree trunk. A crate drops to the ground and shatters into pieces.

Jump to the area where the crate fell and assemble the loose pieces on the ground to create a red circle swirl pad. Use your ascension gun to grapple to a platform in the tree to the right.

Then step on the red circle swirl pad and swing to the roof of a building to the right. Blast all the vents you see and collect the loot that falls to the ground. Two of the broken vents leave some LEGO pieces behind.

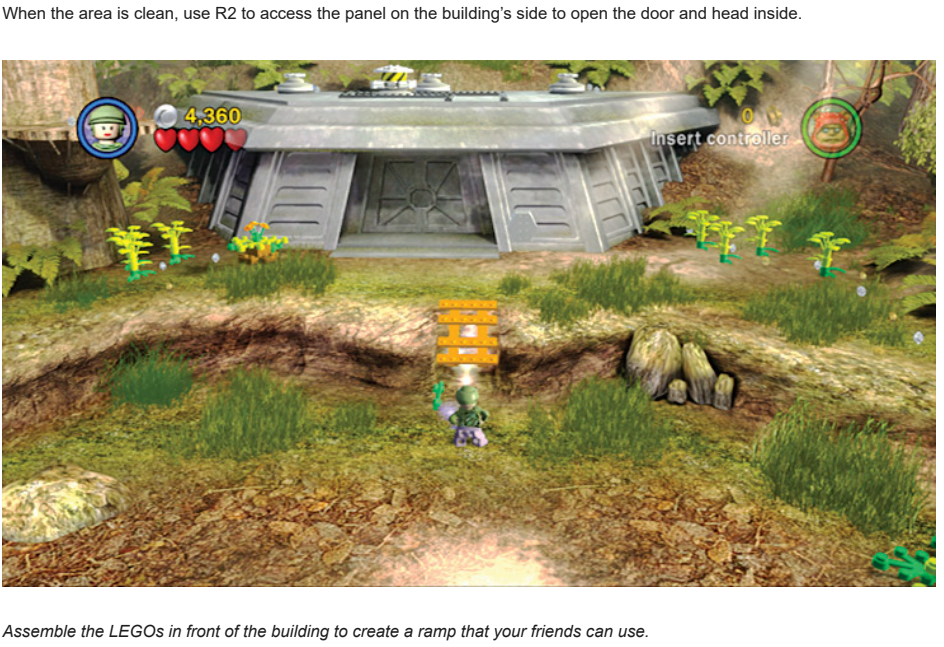
Assemble the leftover pieces to finish the checkerboard pattern on the roof. Now push the box you find up there along the pattern and over the edge of the building to shatter on the forest floor below you.

Jump off the edge of the building and blast the plants to the left. Collect anything that drops to the ground. Then assemble the loose LEGOs on the right side of the building. These pieces turn into an access panel that only R2-D2 can use.

Head to the south of the panel and put together a few more LEGO pieces to form a ramp. Now the rest of your party can join you in front of the building.

Before you do anything else, run down the path to the right, blast any plants that are still alive, and collect any studs scattered about the area.

When the area is clean, use R2 to access the panel on the building's side to open the door and head inside.



Assemble the LEGOs in front of the building to create a ramp that your friends can use.

Freeplay Area

When you get to the clearing's right side, use a thermal detonator to break up the shiny metal boxes. Assemble the LEGO pieces that are left behind after the explosion to create an elevator platform on the tree behind you.

Stand on the platform and use the Force on the ball to the right to raise the elevator. When it gets to its top height, switch to your small character and jump into the travel chute in the tree.

The travel chute takes you to a ledge higher up in the tree. Use the Force to break apart a ledge to the left and reassemble it in a lower location. Jump to the ledge you moved and then to another ledge to the left.

When you are safely across, use the Force to put the first ledge you moved back where you found it. Now jump to the ledge you moved, and from there jump to a higher ledge to the right. There you can add another LEGO canister to your stash.

Note

If the enemy AT-STs in the area are giving you trouble, move to the center of the clearing and jump into the controls of one of the catapults. Fire a direct hit at the walkers to send the pilots flying out of the cockpits. Now mow them down.

Upon entering the building, shoot the wall panels and the white containers on the ground. Be sure to collect any studs that spill onto the floor as you go. Follow the walkway inside and go down the ramp until you get to a locked door.

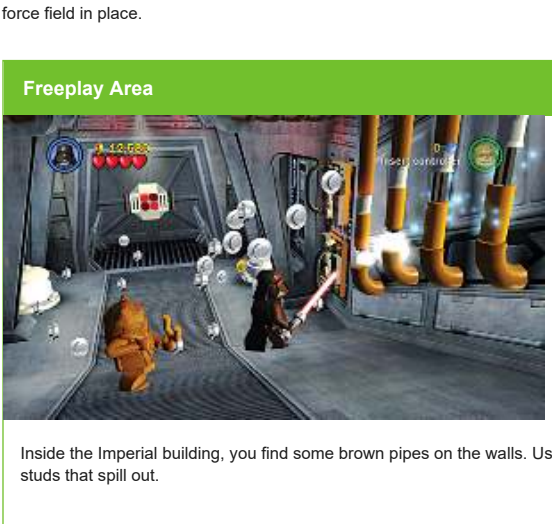
Fire your blaster pistol at the red lights in the center. After a few hits, the doors open and Imperial troops rush out to greet you. Keep your weapon ready and shoot them down as they get close.

When the coast is clear, go through the open doors into the next room. Blast all the white equipment lying around and any guards that might still be alive.

There are doors to blast open both on the left and the right, and the pathway ahead is blocked by a force field.

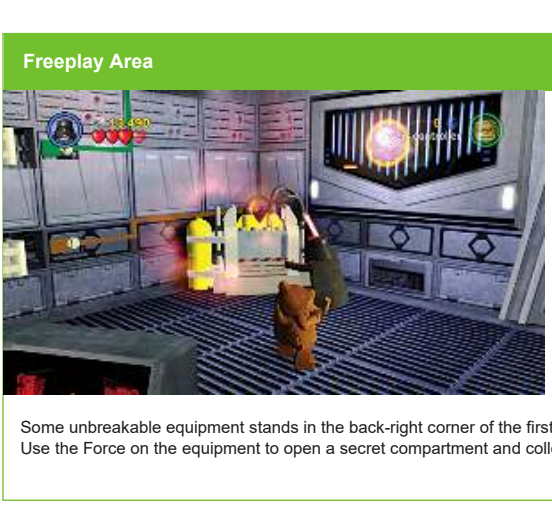
For now, go to the back-left corner of the room and pull the lever on the wall. This undoes one of the four locks holding the force field in place.

Freeplay Area



Inside the Imperial building, you find some brown pipes on the walls. Use the Force to break each pipe and collect the studs that spill out.

Freeplay Area



Some unbreakable equipment stands in the back-right corner of the first room in the building after you run down the hall. Use the Force on the equipment to open a secret compartment and collect the studs that spill out.

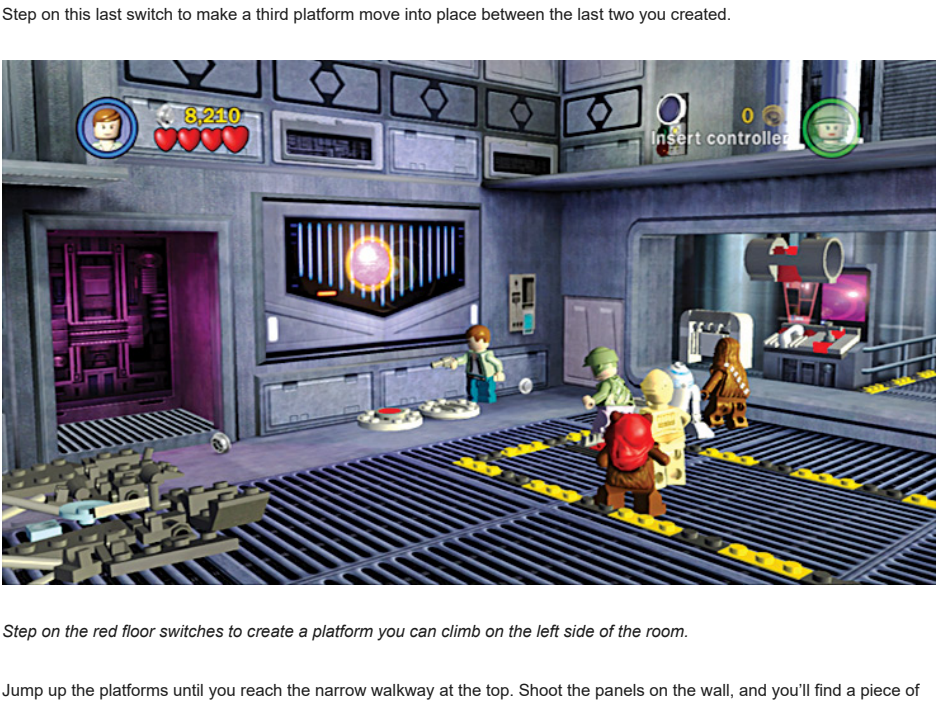
Because the walkway ahead is still blocked, move to the door in the left wall. Shoot the red lights at the center of the door until they are gone, then head into the room beyond. As soon as you enter, you are fired on by a swarm of enemy troops.

Blast all the guards at floor level, then hit the guys that are on the walkways above the room. When the coast is clear, assemble the loose LEGOs at the center of the room to create a model of a TIE interceptor.

Now move around the room, blasting all the white containers and grabbing anything that drops to the floor. Hidden beneath two of these containers are red floor switches.

Step on both switches to make two platforms drop into place along the left wall. Shoot the wall panels in the back-left corner of the room and you'll discover a third floor switch.

Step on this last switch to make a third platform move into place between the last two you created.



Step on the red floor switches to create a platform you can climb on the left side of the room.

Jump up the platforms until you reach the narrow walkway at the top. Shoot the panels on the wall, and you'll find a piece of movable equipment behind them.

Jump behind the equipment and push it south and then to the left into a slot in the wall. This causes those platforms you just climbed to tilt and become a ramp.

Now the rest of your friends can come up and join you. Switch to C-3PO and access the activation panel on the wall.

This causes a force field on the right to disappear and a lever on the wall to become accessible. Pull the lever to destroy another lock on the large force field in the other room.

Freeplay Area

Use the dark side of the Force to lift a piece of equipment out of the ground. Next, push it along the path on the floor to the right, smash the wall cover, then push it into the slot in the wall.

After that, the equipment slides through the wall. You can see it through the large window in the wall as you enter the next room. Next, access the activation panel on the wall nearby using a stormtrooper.

The stormtrooper in the other room runs back toward the large window and stands at the nearby controls.

Return to the walkway above the room near the lever that you had C-3PO pull, and use R2-D2 to fly across the room to the right. Switch to C-3PO and use the activation panel on the wall.

This causes some equipment in the next room to fall on the head of that stormtrooper at the controls, and opens a travel chute in the wall below you.

Before you drop down, use a thermal detonator on the shiny metal pipes along the wall to destroy each one and collect the goodies that spill out.

Now drop to the floor and get in the travel chute to go to the room on the other side of the window. Get behind that box you pushed through the wall earlier. Push it along the path on the floor all the way to the end of the hall.

When it slides into the slot in the wall at the end of the hall, a force field in the wall disappears. Grab the red power brick that was hidden behind it.

Go back to the main room and run to the locked door on the room's right side. Shoot the red lights at the center of the door, then head into the room beyond. Inside, blast all the Imperial troops trying to mow you down.

After your enemies have been eliminated, shoot all the white containers on the room's right side. One of them has a red floor switch for you to step on. As soon as you do that, a trap door drops you down to a hidden tunnel under the floor.

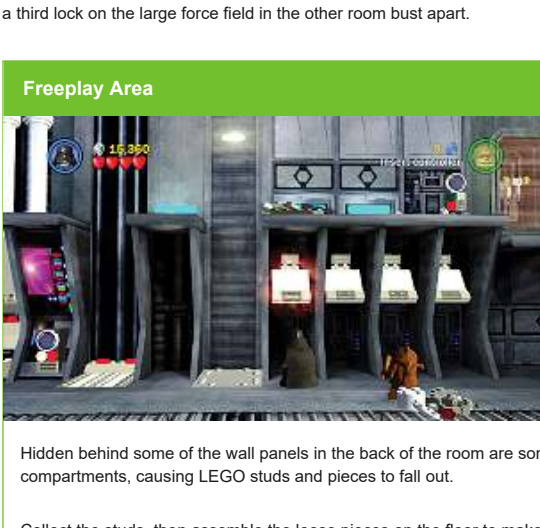
Collect all the studs you find under the floor, and when you're ready to go back up, follow the tunnel to the north. When you reach the end of the tunnel, a small elevator lifts you back to floor level.

On the floor level, shoot all the wall panels in the back of the room and collect the studs that drop to the ground. Next, use R2 to access the activation panel against the back wall. This activates a small elevator to the right of the panel.

Ride the elevator to the ledge above the room and exit to the right. Assemble the loose LEGOs on the ledge to fill in the gaps in the path so the droids can get across. Switch to C-3PO and follow the walkway to the right.

Use him to access the activation panel with his picture on it. This opens a lever in the wall to the right. Pull the lever to make a third lock on the large force field in the other room bust apart.

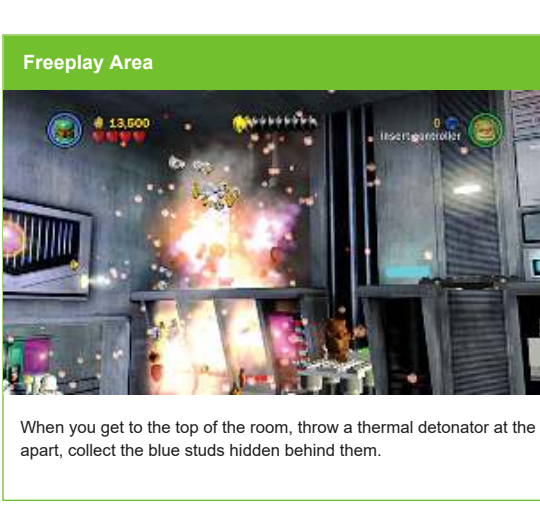
Freeplay Area



Hidden behind some of the wall panels in the back of the room are some compartments. Use the Force to open all the compartments, causing LEGO studs and pieces to fall out.

Collect the studs, then assemble the loose pieces on the floor to make a LEGO canister to add to your collection.

Freeplay Area



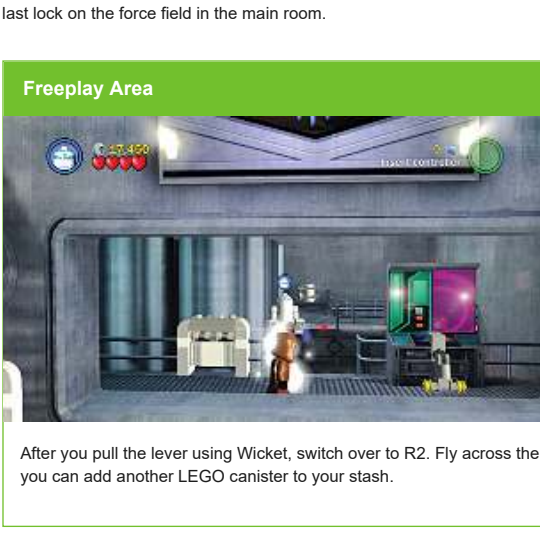
When you get to the top of the room, throw a thermal detonator at the shiny pipes along the upper wall. After they break apart, collect the blue studs hidden behind them.

Switch to R2-D2 and follow the upper walkway to the room's left side. When you get to the end, follow the wall and fly across the room to the left. You eventually reach a small ledge on the other side of the room.

Use the activation panel on the wall. A plug in the wall opens, spilling loose LEGOs onto the ground. Assemble the loose pieces to create a travel chute in the wall. Use Wicket to move through the chute to get into a room to the left.

Once you get to the new room, drop the stormtroopers guarding the area, then pull the lever to the right. This destroys the last lock on the force field in the main room.

Freeplay Area

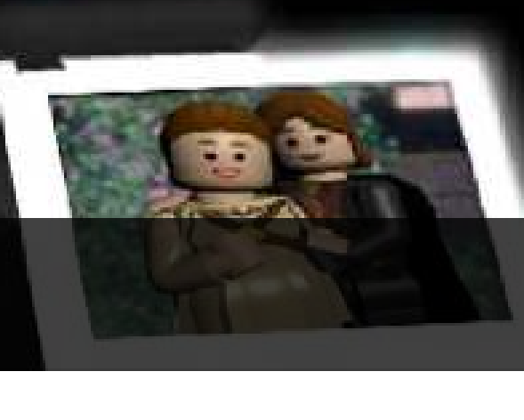


After you pull the lever using Wicket, switch over to R2. Fly across the gap in the walkway to the back of the room. There you can add another LEGO canister to your stash.

Go back to the main room and move to the center of the area. Now that the four locks have been destroyed, the controls at the room's center are functional again.

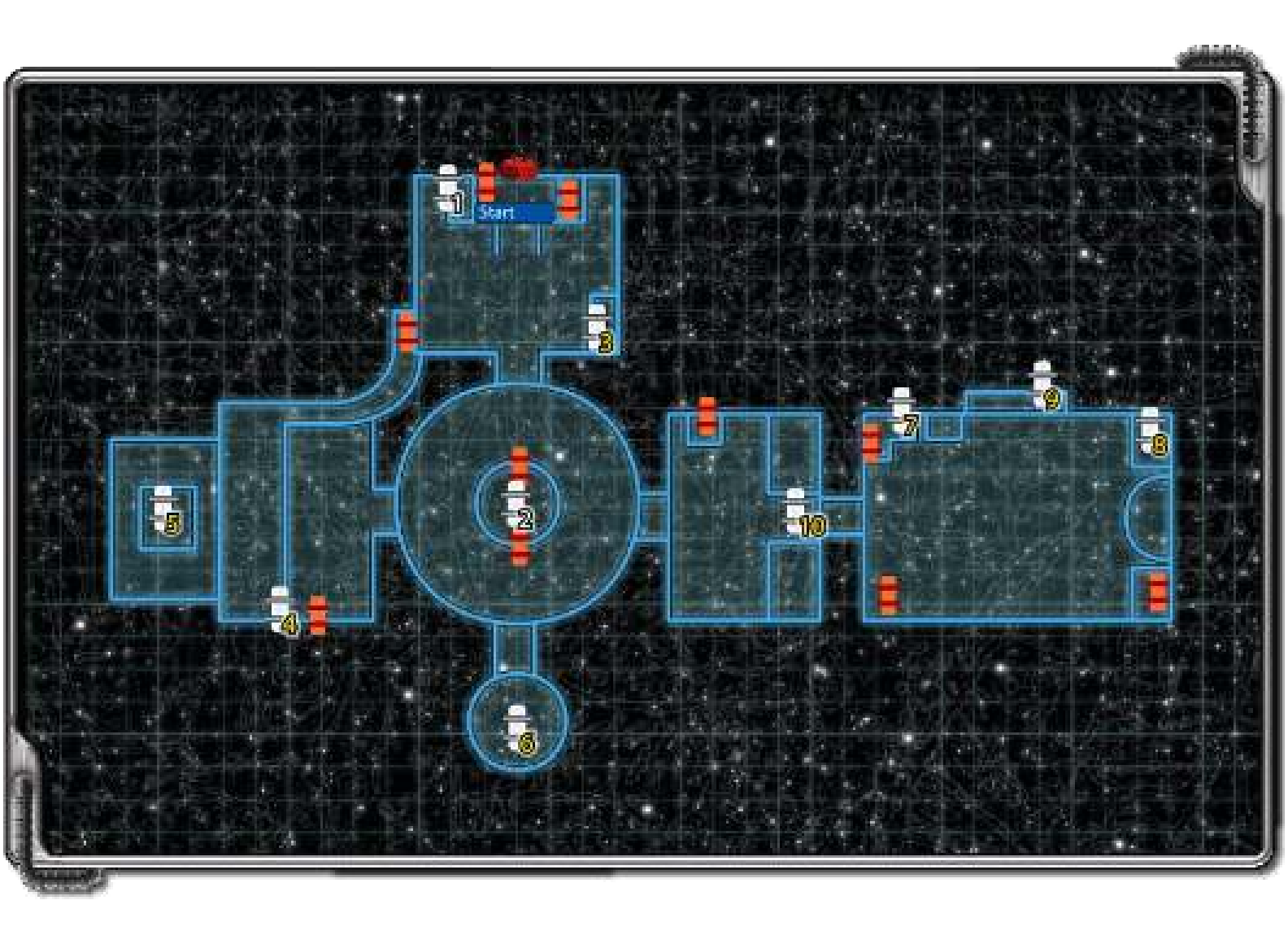
Pull the lever on the center control; the force field blocking the path ahead disappears. Head down the path and kill any stormtroopers that enter the room to stop you.

When you get to the new area, you see four piles of LEGO pieces on the ground. Assemble each pile to create an explosive device on the wall. After you build the last bomb, your plan is set in motion.



Episode VI: Return of the Jedi

Chapter 5: Jedi Destiny



LEGEND

1 Use the Force to create some steps on the left side of the room, then jump to the top.

2 Smash the gray wall panel on the circular platform in the center of the area to uncover a small room.

3 Destroy the shiny equipment with a thermal detonator, assemble the pieces on the ground, then grapple to the ledge above.

4 Access the activation panel on the right wall with a bounty hunter, then jump to the platform that lowers. Use R2 to fly across the room to the left.

5 Blast the wall panels on the right with a blaster and take out the ones on the left with a thermal detonator, then run over the lights on the floor to turn them all on at the same time.

6 Use a protocol droid to access the activation panel on the circular platform, then run to the room at the end of the hallway to the left and assemble the pieces on the ground.

7 Use the dark side of the Force to shatter the wall grate, then use R2-D2 to access the activation panel to deactivate the force field nearby.

8 Jump in the alcove in the back corner of the room after you disable the force field that was covering it.

9 Use a small character to move through the wall chute, then destroy the shiny metal wall you find with a thermal detonator.

10 Assemble the hidden pieces throughout the area, then fix the lights on the platform.

Use the dark side of the Force to turn on all the lights behind the Emperor's throne.

7 Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

Challenge Mode Canisters

Luke Skywalker bravely turns himself over to the Empire to get a meeting with Darth Vader. Luke believes there is still good in his father, and is willing to try to convince him to change his ways.

Vader is adamant about what side of the Force he is on and he escorts Luke to his master, Emperor Palpatine. If Luke thought Vader was bad, he gets a rude awakening with Palpatine, who shocks him with evil electrical Force.

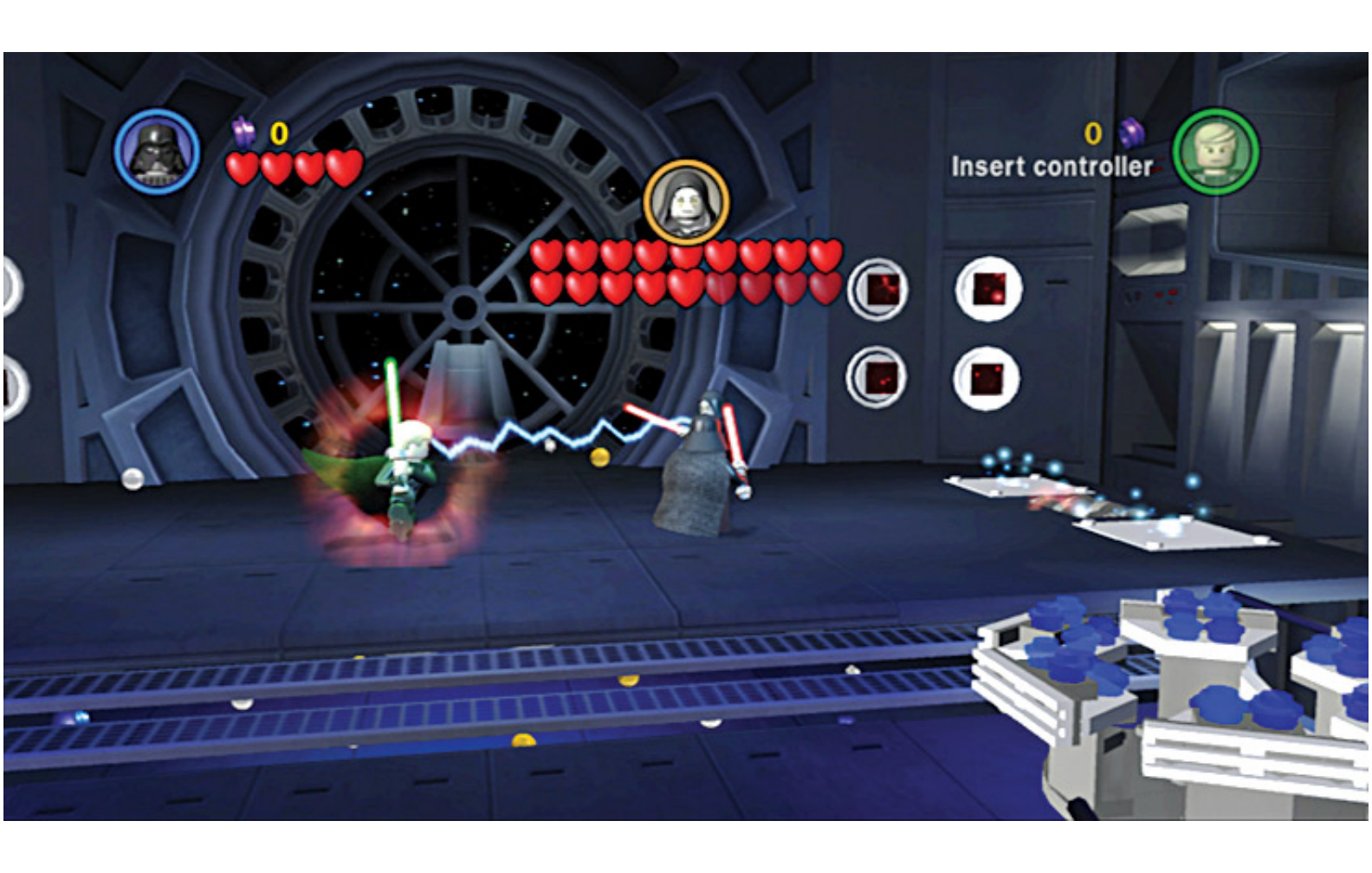
Unfortunately for the Emperor, that was just the trigger Vader needed to find his true self, Anakin Skywalker, within. Vader valiantly jumps into the path of the electrical attack waves hitting his son to try to save Luke.

After the mission starts, the Emperor charges in to take both father and son. Jump at your attacker and hit him with your lightsaber to cause him to lose one of his hearts of health.

He flies back across the room, but comes charging right back in again. Fly at him again and slice him with your weapon. Repeat this until you take away four of his hearts.

That's when the Emperor tries a new trick and sends the electrical currents at you. When the currents surround your body, quickly switch over to Darth Vader, who is standing close by.

While the Emperor is still distracted by dealing with Luke, you can jump at Palpatine and hit him with your lightsaber. After the fifth hit, Palpatine goes flying across the room and runs to another area.



When the Emperor blasts you with electrical energy, switch over to your other playable character so you can keep up your attack.

Tip

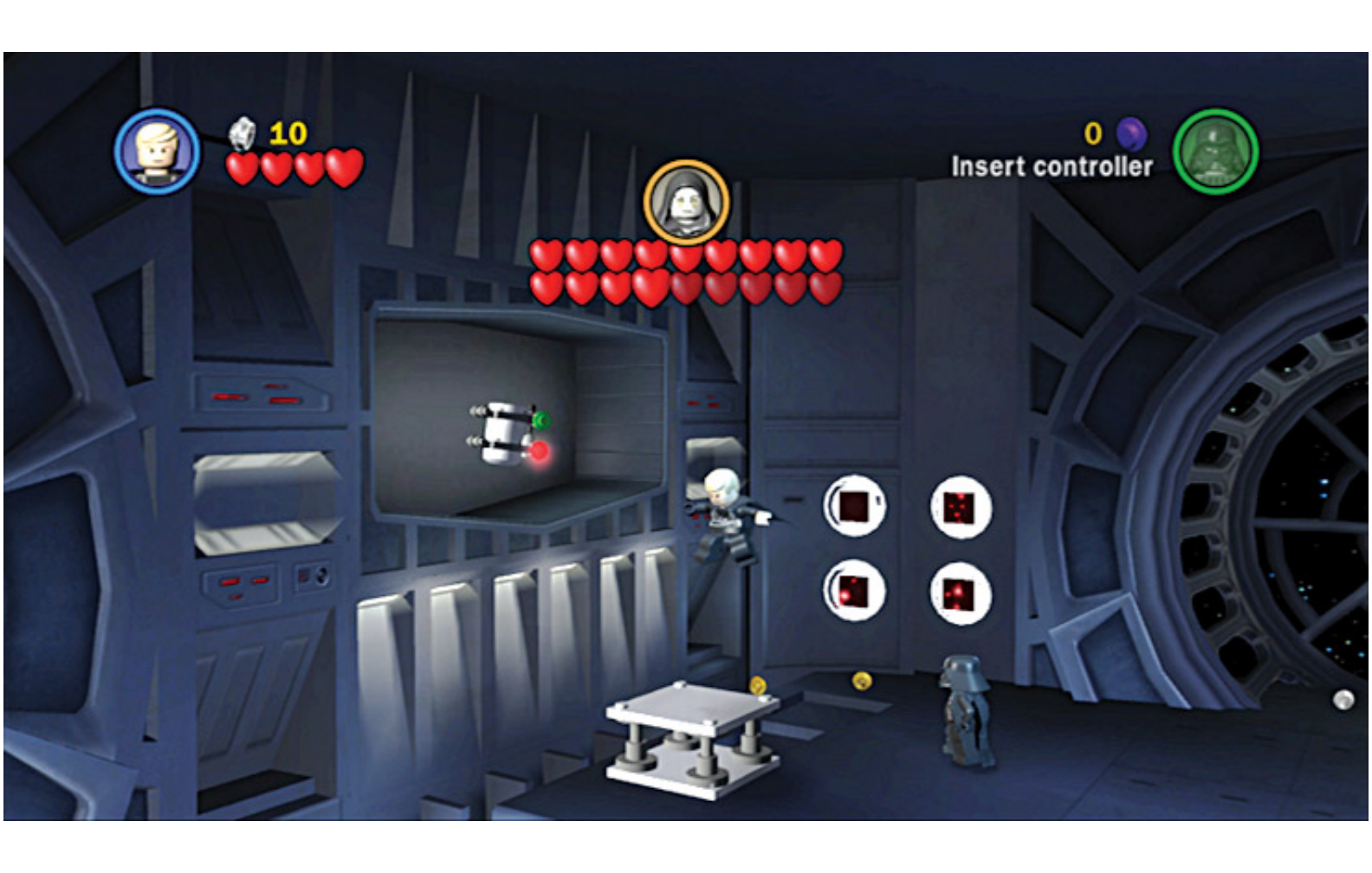
The Emperor's electrical blasts don't have a lot of range. If your other character isn't around for you to switch to, run to the end of the upper platform and fall to the lower area.

Palpatine can't touch you there and you'll avoid taking damage. Just run back up the stairs when you are ready to fight again.

Before you go chasing after Palpatine, run to the back of the throne room. Using the dark side of the Force, turn on the red lights on the wall, on both sides of the throne.

After you switch on the eighth light, a red power brick appears on the Emperor's actual throne. Jump on the seat and add that red power brick to your collection.

Run to the room's left side and use the Force to turn some floor panels into a large step. Jump to the top of the step you created, and from there, into the small alcove in the wall to collect a LEGO canister.



Jump on the large step you created at the side of the room to get those canisters.

Move to the stairs to the south of the throne room. On either side of the stairs are some tables with lots of blue lights. Smash each table and collect the studs and a power up that spill out.

Collect the rest of the goodies and then fight off any Imperial guards that rush in to put you down. When the upper throne room is treasure-free, head down the stairs to the area's lower level.

On the bottom level, run underneath the upper throne room and gather all valuables on the ground, including the blue studs. Smash the pillars that are down there for more loot.

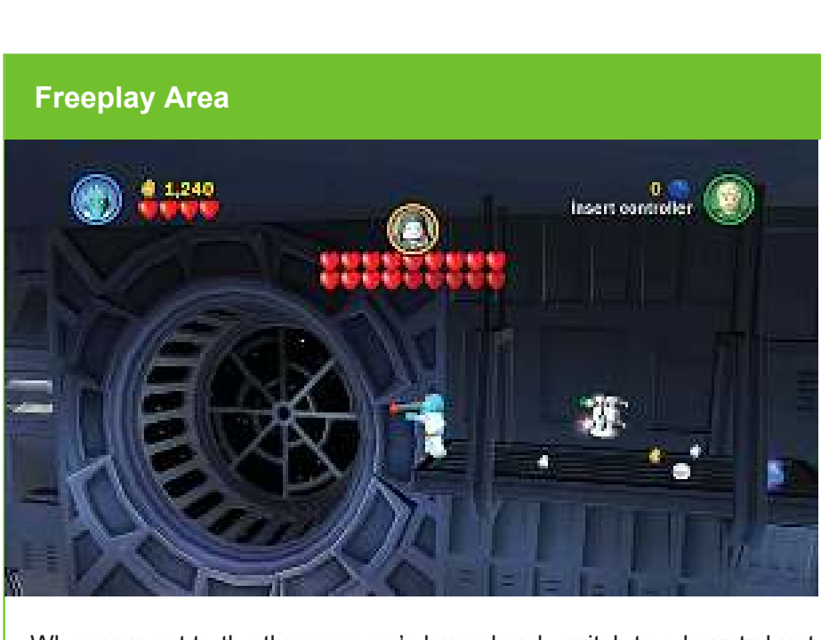
Explore the rest of the lower throne room and smash all the equipment you see. Collect the studs that litter the ground.

Run to the room's left side and use the dark side of the Force to break the grate in the wall. Assemble the little pieces that fall to the floor into a red fan. Assemble a pile of gray LEGOs on the right.

After you have built them, use the Force to put the two pieces together to create a large fan on the ground. A path leads from the south of the throne room, but skip that area for now.

Jump on the fan so you can ride the breeze it creates into the air and over to a narrow walkway against the left wall.

Freeplay Area



When you get to the throne room's lower level, switch to a bounty hunter and throw a thermal detonator at the equipment along the right wall.

Assemble the loose LEGOs on the ground, which remain after the explosion, to create a red circle swirl pad. Use your ascension gun while standing on the pad to grapple to a ledge above. Grab the studs you find, as well as a LEGO canister.

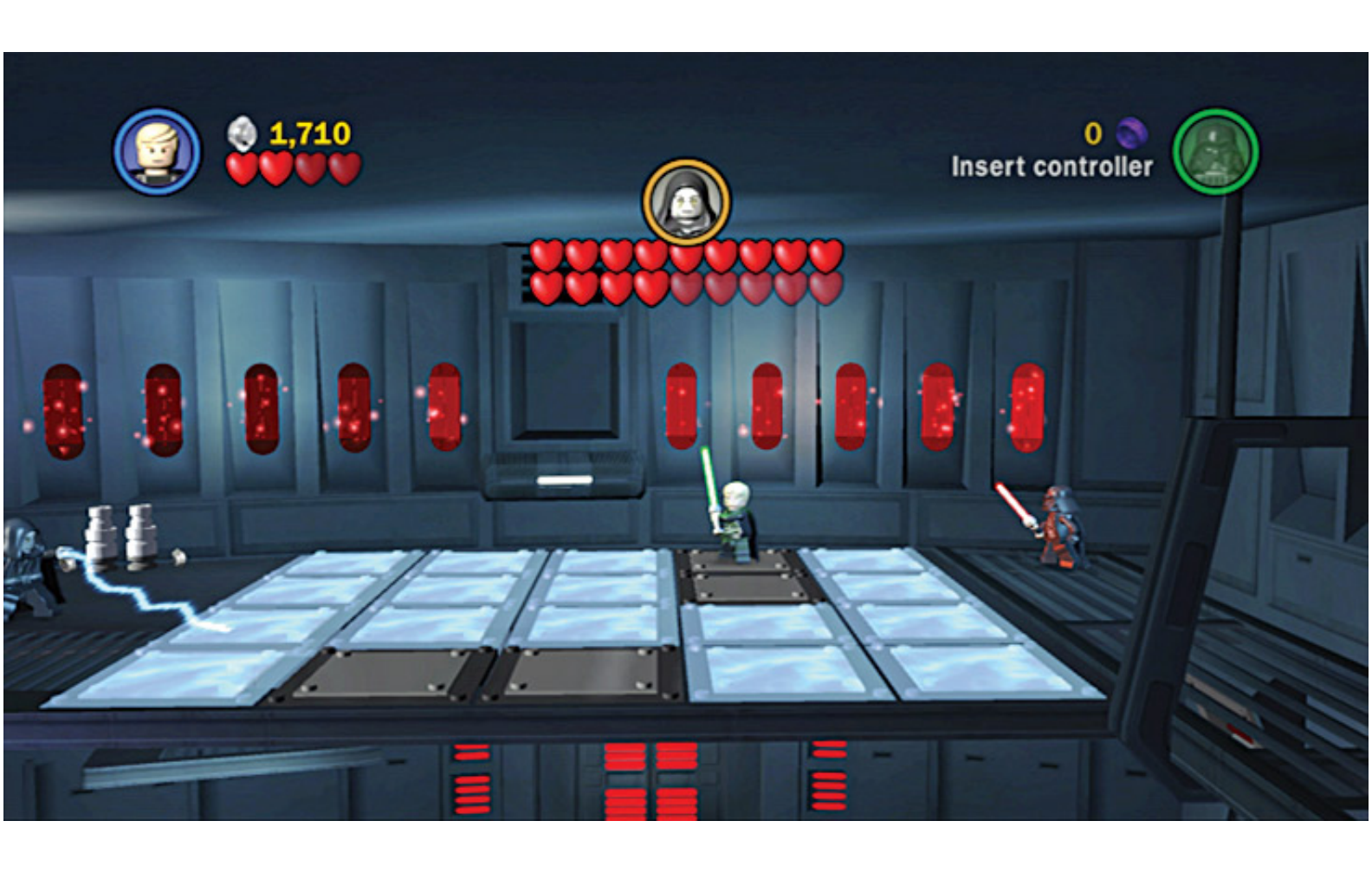
Follow the trail of studs along the walkway until you get to a platform over the next room. Across the way, the Emperor is electrifying the five rows of floor panels to prevent you from crossing.

The good news is that he can't cover the whole floor at once. Some panels constantly flicker with electrical energy, some flicker in and out, and some never become electrified at all.

Run to the back wall and jump to the two panels that are closest to the wall in the second row—they are safe.

Wait for the current to stop flowing to the rest of the second row, then run to the other end and jump on the first panel in the third row. That one is a safe panel because it never becomes electrified.

Step on the first panel in the fourth row next to find another safe spot. Wait for the electricity in the floor panels to die out again and then follow the safe panels all the way to the left.



Jump only to the unelectrified gray floor panels so you don't get electrocuted.

You finally reach the Emperor again, so let him have it with your lightsaber. When he tries to blast you with energy, switch to your partner to continue the attack.

Keep hitting Palpatine until he takes enough damage and flies across the room to escape his fate.

Caution

Don't try to jump the panels, because the charge they create will knock you off the platform.

Note

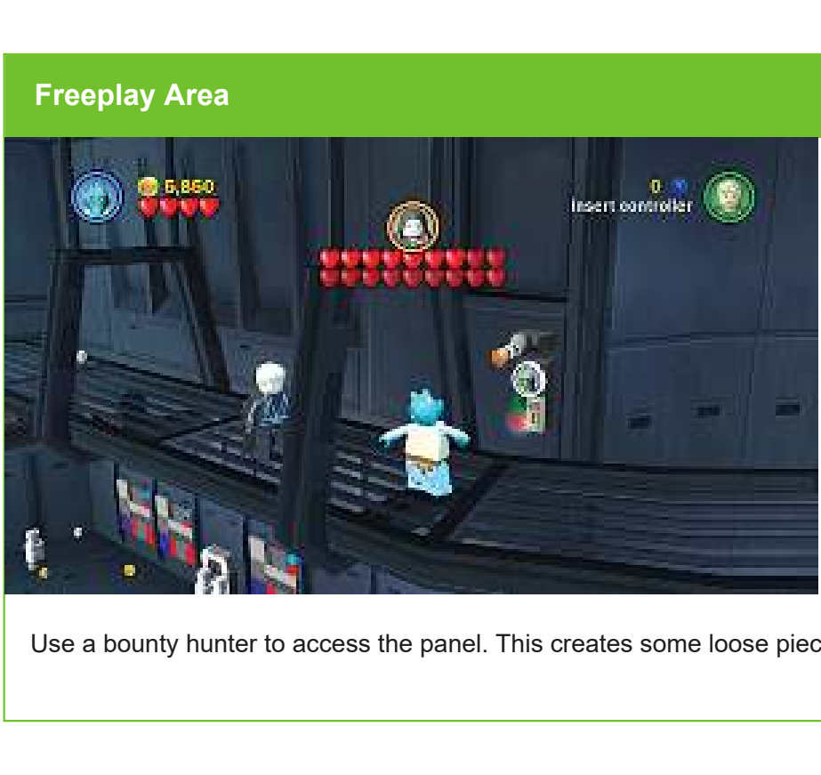
Make sure you have your friend with you when you fight the Emperor the second time—you'll need backup. If your partner falls off the upper walkway at some point, you'll have to jump down, find him, and then return to the fan to get back up to the upper walkway.

When the area is secure and floor panels are safe to walk across, smash all the equipment to find hidden treasure. Then head to the room's right side.

Run along the back wall and, as you do so, quickly use the dark side of the Force to turn off each of the red lights.

If you are quick enough and turn off all 10 lights at once, some loose LEGOs appear on the narrow walkway you crossed earlier. Assemble them to create an activation panel for a bounty hunter.

Freeplay Area



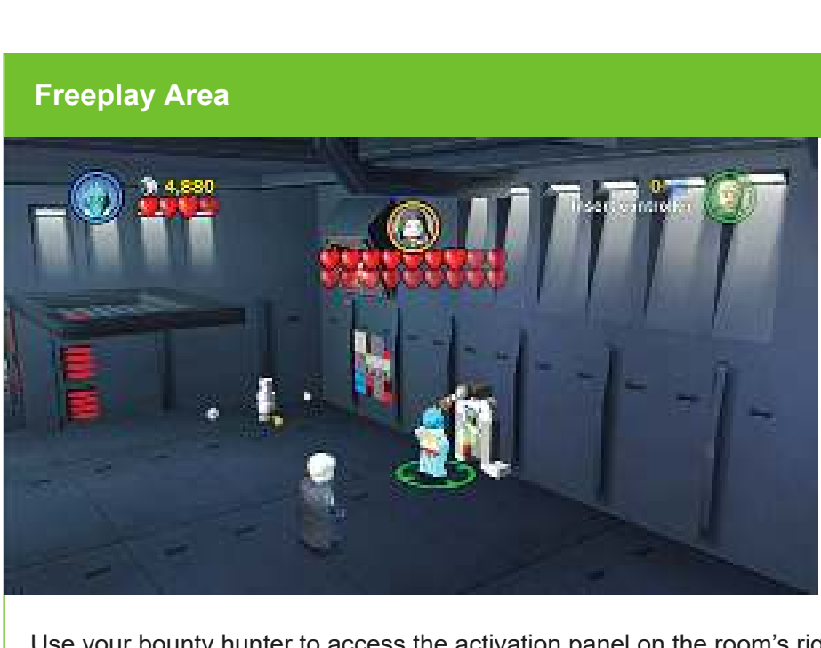
Use a bounty hunter to access the panel. This creates some loose pieces on the ground in another room.

Run to the south and drop from the upper walkway down to the room below. Smash the equipment lying around the room, then pick up any loose studs that you see.

Assemble some loose LEGOs on the room's right side to create an activation panel that only a bounty hunter can use. Use the dark side of the Force to pull a metal grate off the wall, then assemble the pieces that fall out.

This creates a large step on the ground. There's nothing you can do with it now, so move through the open doorway in the north wall and collect the studs on the ground.

Freeplay Area

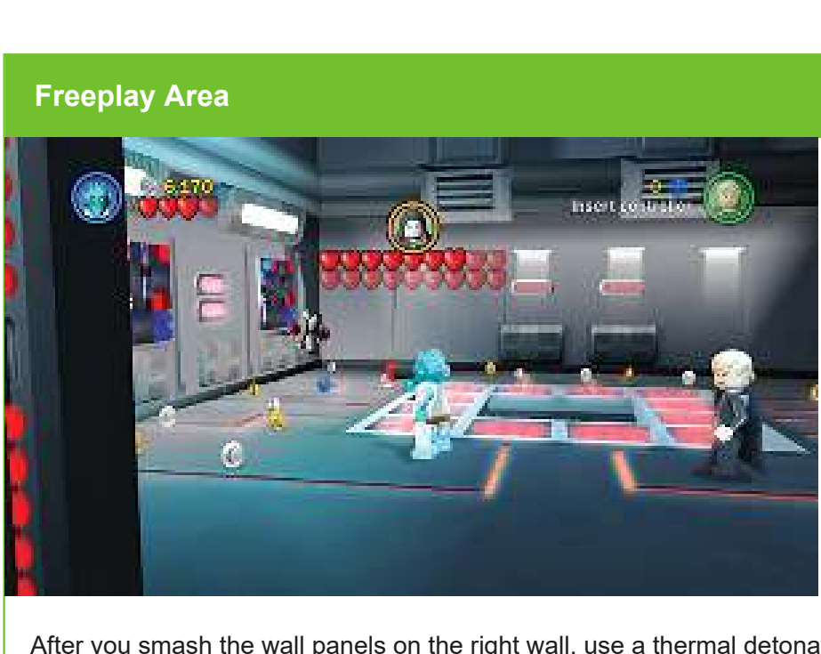


Use your bounty hunter to access the activation panel on the room's right side. This lowers a walkway against the back wall. Jump on the platform you created and from there, jump to the new walkway.

Run to the left, and when the walkway ends, switch to R2-D2 and fly to the left. You land on a ledge where you can add a LEGO canister to your stash.

When you get to the back room, you see many green lights on the floor. Collect all the studs in the room before leaving.

Freeplay Area



After you smash the wall panels on the right wall, use a thermal detonator on the panels on the left wall. Once the panels are history, run over the green floor switches on the ground.

If you are fast enough, the lights stay on and a LEGO canister appears at the center of the room, in the center of the ring of lights.

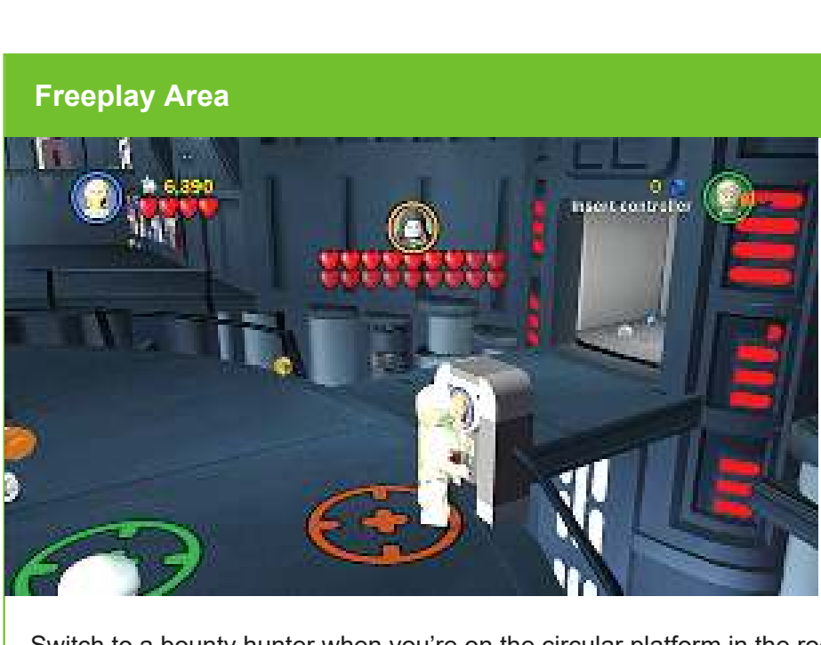
The area under the canister is bottomless and you'll die if you fall in, so double jump over the opening to grab the canister and land safely on the other side of the lights.

Exit through the same door you entered and follow the walkway to the south. This takes you to a circular platform in the center of the building.

Run around the pillar in the center of the circular platform and use the Force on the lights to uncover hidden goods. Smash some gray wall panels to reveal two small rooms.

One has a LEGO canister and the other, a stormtrooper activation panel. After you collect everything, follow the walkway around until you see the room where Palpatine waits for you.

Freeplay Area



Switch to a bounty hunter when you're on the circular platform in the room's center and access the activation panel on the wall.

This opens a door to the right of the panel, spilling some loose LEGOs across from the bounty hunter activation panel. Put the pieces together and then switch to C-3PO; have him access the activation panel you just created.

This extends a walkway to the left. Run into the little room at the end of the walkway and add some more goodies to your stash. Construct the loose LEGOs on the floor to collect another LEGO canister.

Along the same circular wall as the bounty hunter activation panel there were two long, gray, rectangular LEGO pieces that you destroyed earlier.

Run into the room that was revealed and access the stormtrooper activation panel. This causes some loose LEGOs to appear in another room.

While you're on the circular platform in the center of the building, switch to a stormtrooper.

Use him to access the activation panel on the same wall as the other panel. A door opens to the right, so run into the alcove beyond to add some more studs to your stash.

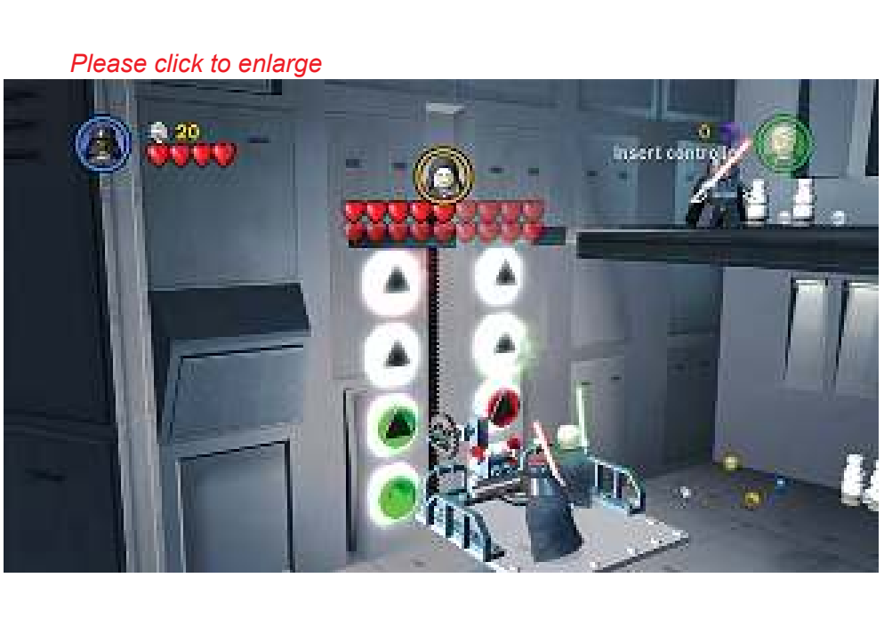
When you get to the next room, the Emperor tries to blast you with his electrical attacks. Use the same switching-characters technique to get an uncontested hit on him. After taking a couple of hits, he flies to a walkway high above the room.

Before you go after him, collect the valuable blue studs around the room, then smash all the equipment for even more goodies. Smash the blinking wall panels on the right wall to find some more studs and a small travel chute.

Now move to the room's left side and assemble the LEGOs on the ground to fix the elevator on the wall. Jump on the elevator and use the Force on the controls. Your partner does the same, and together you rise into the air.

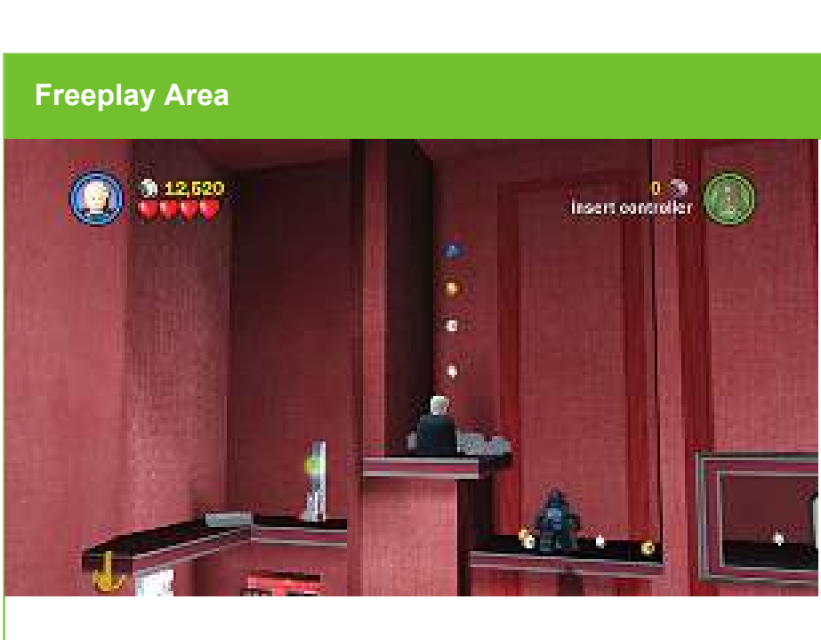
When you get to the walkway above, jump off and slash at Emperor Palpatine, who has been waiting for you. He doesn't like getting hurt and flies to the right side of the room.

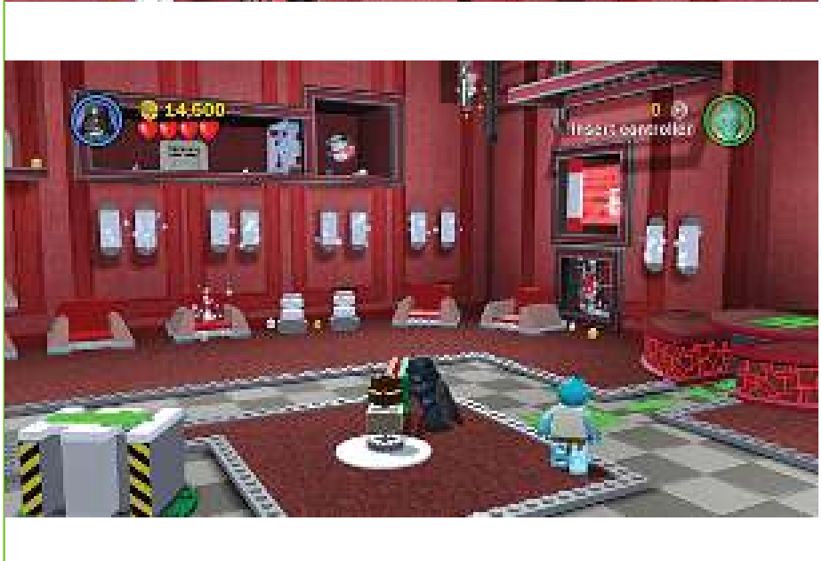
Please click to enlarge

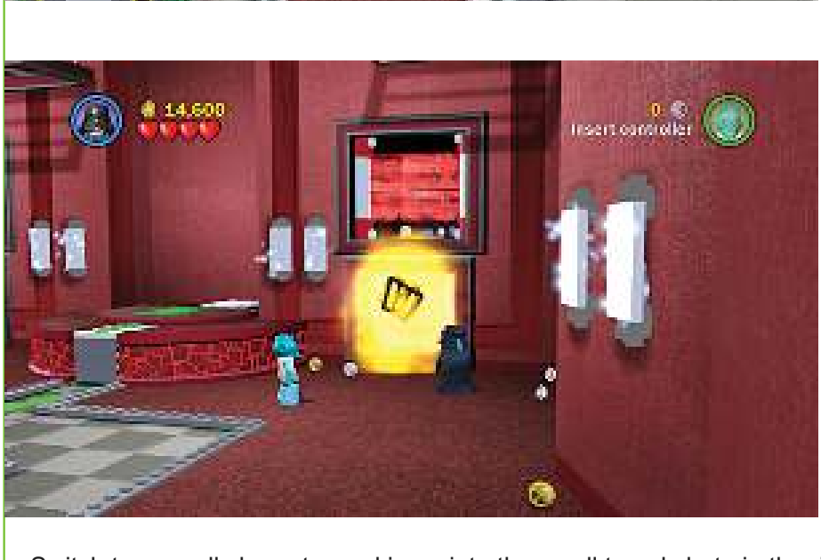


Use the Force to move the elevator to the upper walkway.

Freeplay Area







Switch to a small character and jump into the small travel chute in the right wall. This takes you to a ledge above the room where you can push a box over the edge.

When the box hits the floor, it leaves behind a pile of debris. Use your lightsaber on the pile of debris to blast open the door behind you.

Head through the open door. Knock out the Imperial guards in this large Imperial palace room and collect the studs on the ground.

Smash the box to the left of the door you came through, then create an activation panel on the wall from the loose LEGOs on the ground. Have C-3PO use the panel to lower a platform along the back right wall.

Then throw a thermal detonator at the shiny metal LEGOs to the right of the entrance doorway; afterward, you find a red circle swirl on the ground.

Throw another thermal detonator at the shiny metal grate on the back wall, leaving LEGOs on the ground for you to assemble into an activation panel on the wall. Use the dark side of the Force to shatter the wall grate nearby.

Use an astromech droid on the panel to deactivate the small force field on the wall and grab the LEGO canister that was behind it.

Get to the ledge above by using the red circle swirl, then pull the lever on the wall. Some debris falls in the center of the room. Use a thermal detonator to destroy the shiny wall panels, leaving a black piece on the ground.

Next, double jump around the ledge to the right and assemble the pieces on the ground to form a travel chute on the wall.

Double jump back to the panels you just destroyed and use the dark side of the Force to move the piece on the ground and attach it to the travel chute to fix it. Now drop down and go over to the debris and turn it into a movable box.

Afterward, destroy the chairs in the center of the room for some hidden LEGOs. Assemble the pieces into a turnstile.

Now push the box along the path on the floor and onto the green circle nearby, then push the green side of the turnstile to turn the green circle and the box on top of it.

Keep turning it until the green arrow on the top of the box points to the right. Push the box off the green circle and along the rest of the path.

When you get to the right side of the room, you can see some green arrows on the ground, pointing to the right.

Push the box along the arrows and into the wall; this activates an elevator nearby that starts moving up and down. Ride the elevator to the ledges above the room.

Follow the ledge to the left. Make the force fields below you disappear by pulling the lever on the wall, then following the ledges to the right and pulling on another lever.

Drop to the ground and use the dark side of the Force on the black grates on the wall. When they shatter, collect the loot that spills out, then use the dark side of the Force again to turn the fans that were behind the grates.

Jump in the alcove over each fan, where the force fields used to be, to collect studs from the right alcove and a LEGO canister from the left one.

Head to the back of the room and use the Force to stack the large red chairs against the wall. Double jump to the top, where you can switch to a small character and enter the travel chute on the wall.

The chute takes you to a small chamber to the right. Destroy the gate inside and collect the LEGO canister behind it, then head back to the main room.

Before you leave, smash all the destructible chairs and use the Force on all the wall light fixtures to uncover more hidden studs.

Smash all the containers you find on the walkway and grab what spills out, including a power up. Then, use the Force on the lights on the back wall to find even more hidden treasure.

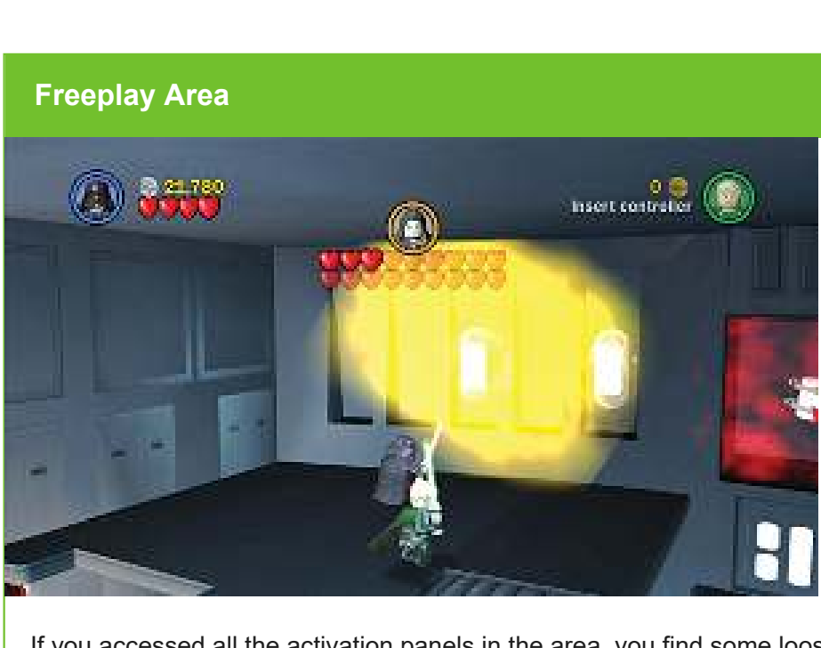
Double jump across the gap in the walkway on the right to get to the Emperor on the other side of the room. As soon as you land, jump at Palpatine and whack him with your weapon.

If you hit him, he flies away in fear to the room below. Use the Force again on the lights on the wall to find some hidden goods, and smash the containers you find.

Drop to the room below, where you fight a barely alive Palpatine some more. Switch characters when you start to get shocked and then cut him down.

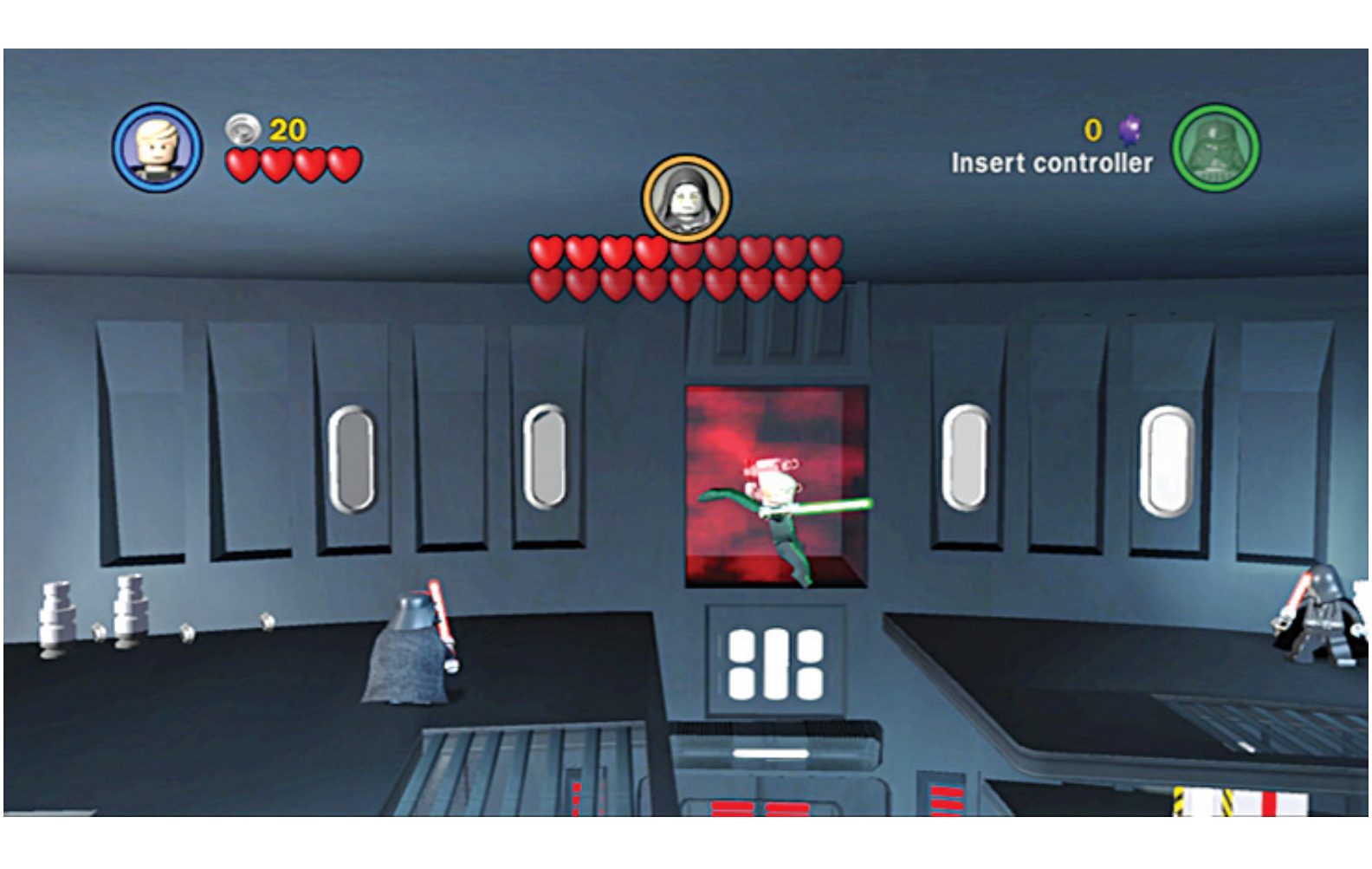
After suffering a few hits, the Emperor retreats to the circular walkway in the center of the building. With one more direct hit, the Emperor is all out of health and his evil rule comes to an end.

Freeplay Area

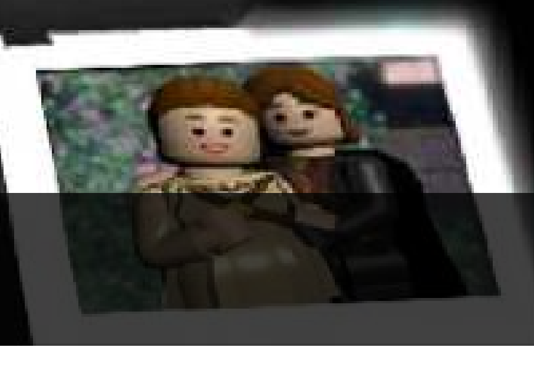


If you accessed all the activation panels in the area, you find some loose LEGOs on the ground. Assemble the pieces to fix the lights in the wall and smash the covering over the far right one.

Use the Force to turn on the lights and a force field in the center of the room deactivates. Jump into the now-exposed area and grab the LEGO canister for your collection.

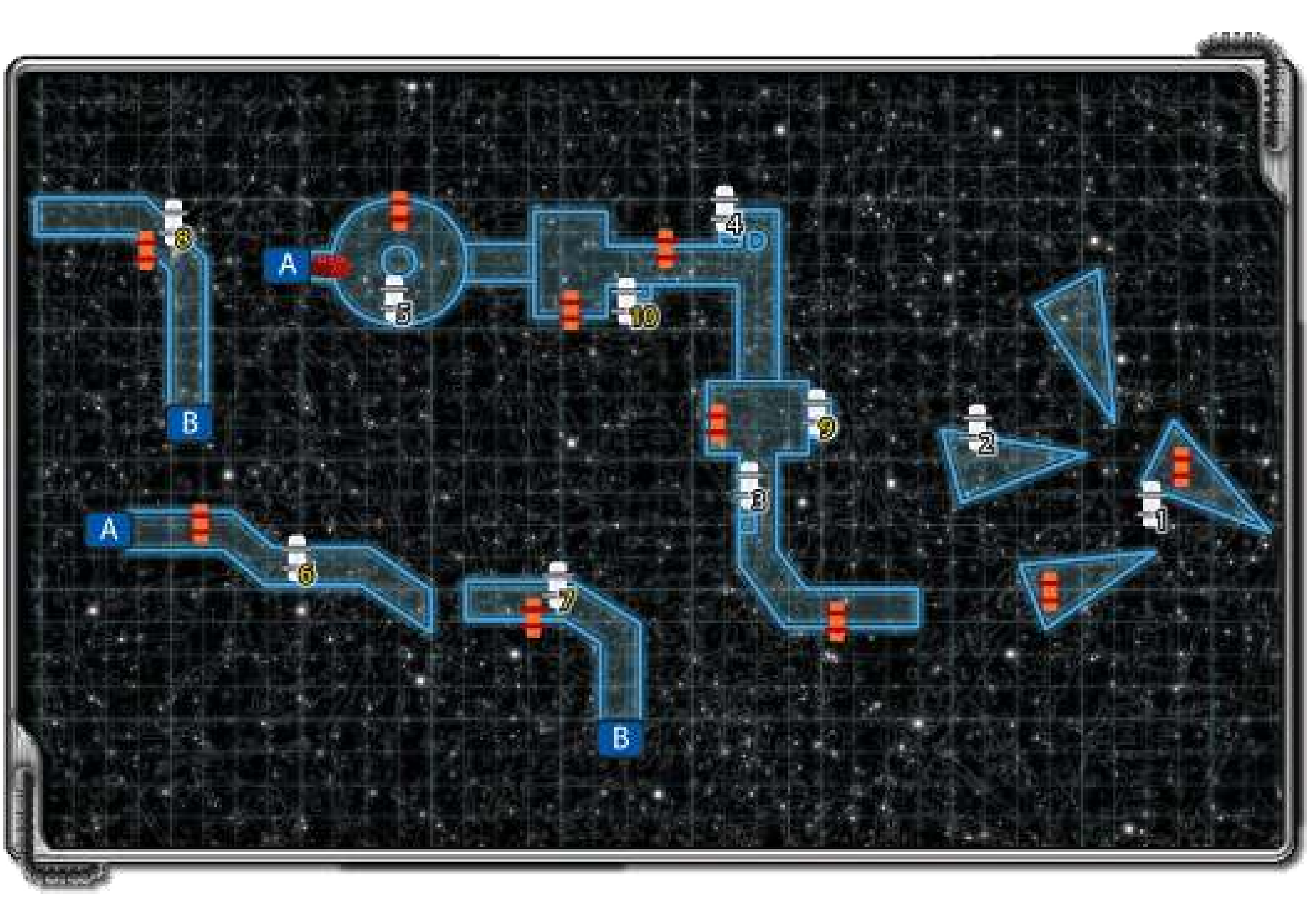


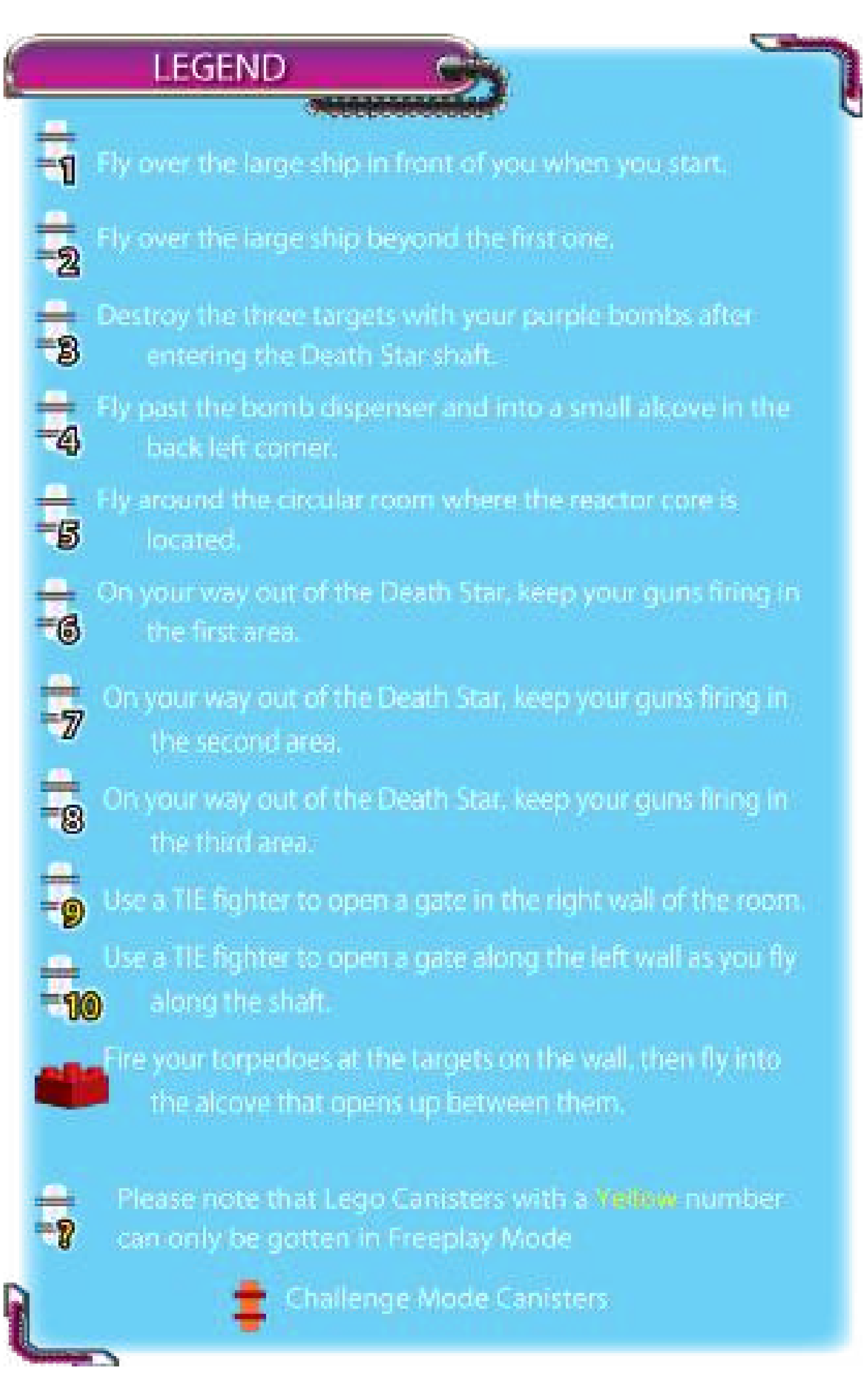
Double jump to the walkway on the right to fight the Emperor some more.



Episode VI: Return of the Jedi

Chapter 6: Into the Death Star





LEGEND

- 1 Fly over the large ship in front of you when you start.
- 2 Fly over the large ship beyond the first one.
- 3 Destroy the three targets with your purple bombs after entering the Death Star shaft.
- 4 Fly past the bomb dispenser and into a small alcove in the back left corner.
- 5 Fly around the circular room where the reactor core is located.
- 6 On your way out of the Death Star, keep your guns firing in the first area.
- 7 On your way out of the Death Star, keep your guns firing in the second area.
- 8 On your way out of the Death Star, keep your guns firing in the third area.
- 9 Use a TIE fighter to open a gate in the right wall of the room.
- 10 Use a TIE fighter to open a gate along the left wall as you fly along the shaft.
- Fire your torpedoes at the targets on the wall, then fly into the alcove that opens up between them.

? Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

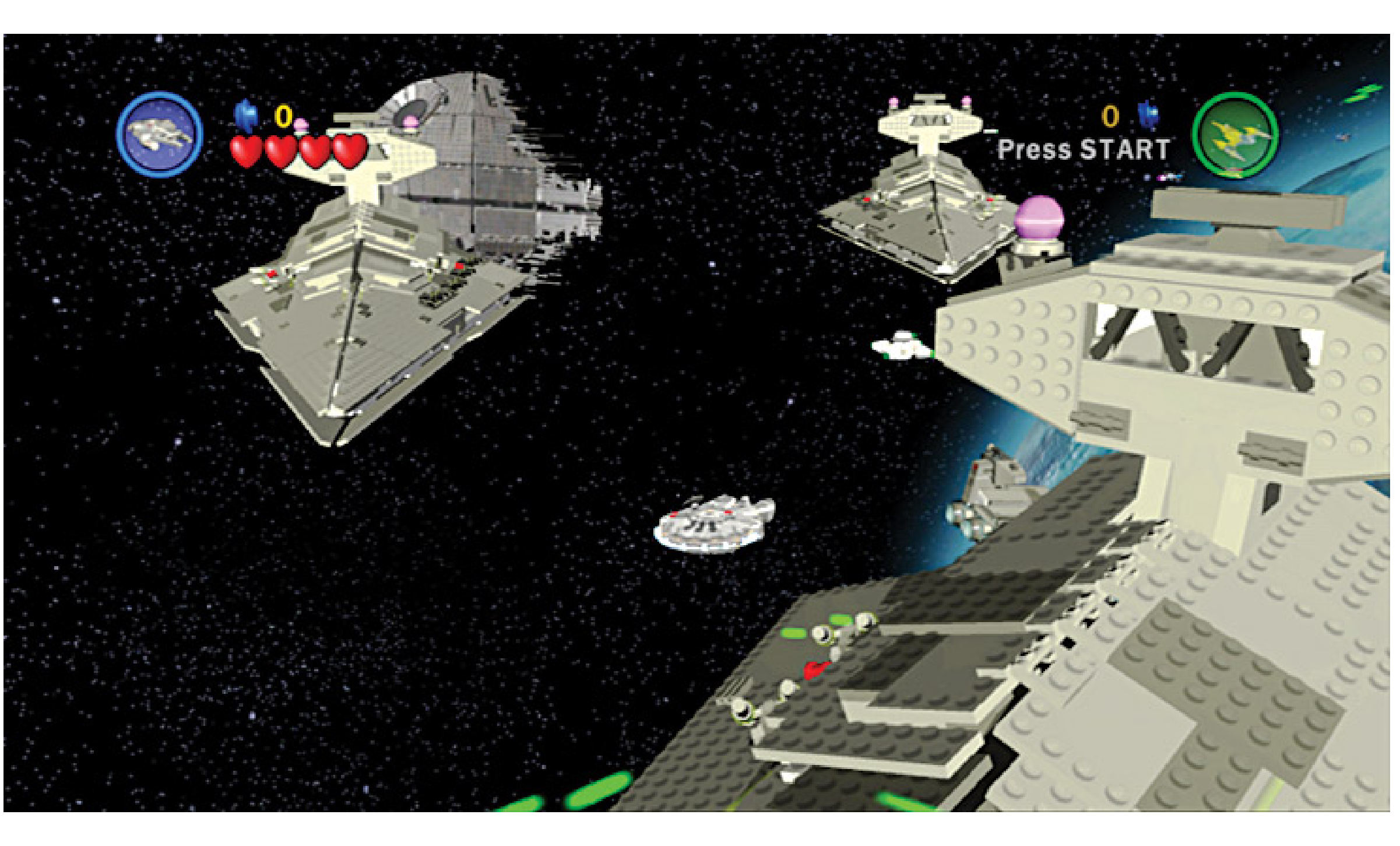
Challenge Mode Canisters

This is it—the final confrontation, for better or for worse. With the help of Admiral Ackbar, the Rebels have amassed a mighty force to take on the Death Star. Unfortunately, the Empire is well prepared for the assault.

But now that Han Solo and his team have taken out the field generator supporting the Death Star, those brave Rebels have a fighting chance to save the day and bring peace back to the galaxy.

When you start this mission, the large Imperial fleet is in front of you. Not only do you have to take out four large Star Destroyers, but you also have to deal with the TIE interceptors buzzing around the area trying to shoot you down.

As soon as the mission starts, fly toward the large Star Destroyer in front of you. Fly over the top of the ship and blast the small gray satellite you see to add a LEGO canister to your collection.



Those gray satellites floating in space hold LEGO canisters, so nab them.

After you acquire the canister, go to work destroying that craft. On either side of the ship are deadly turret guns. Fly in loops in front of the guns and keep blasting. Those strong guns take a lot of shots before they blow up.

Every time you destroy a turret gun, be sure to fly over where the gun was and collect the studs floating in space above that location. After you destroy all the turret guns on the large craft, you can concentrate on taking out the whole Star Destroyer.

Fly into space and target the TIE bombers buzzing around. They are the ships carrying the purple torpedoes behind them. Break the bombers apart. Now fly through the debris they leave behind and pick up their bombs.

Fly over the large Star Destroyer and head for the tall observation deck. When you get close, a purple reticle appears over the ship, so fire your torpedo. Each observation deck has two targets for you to fire at and destroy.

After you destroy the second target on the ship, the craft goes down for the count. Fly over the area where the Star Destroyer was and collect the loose studs that remain floating in space.

Tip

If you start to get low on health, fly out into space and knock out a couple of the TIE fighters that are buzzing about. Most of the time they leave behind a heart for you to replenish the hearts you might be missing.

After you take out that first large Imperial craft, you still have three more to go: one to the right, one straight ahead, and one to the left. Fly for the one on the right first and destroy all the turret guns on its surface.

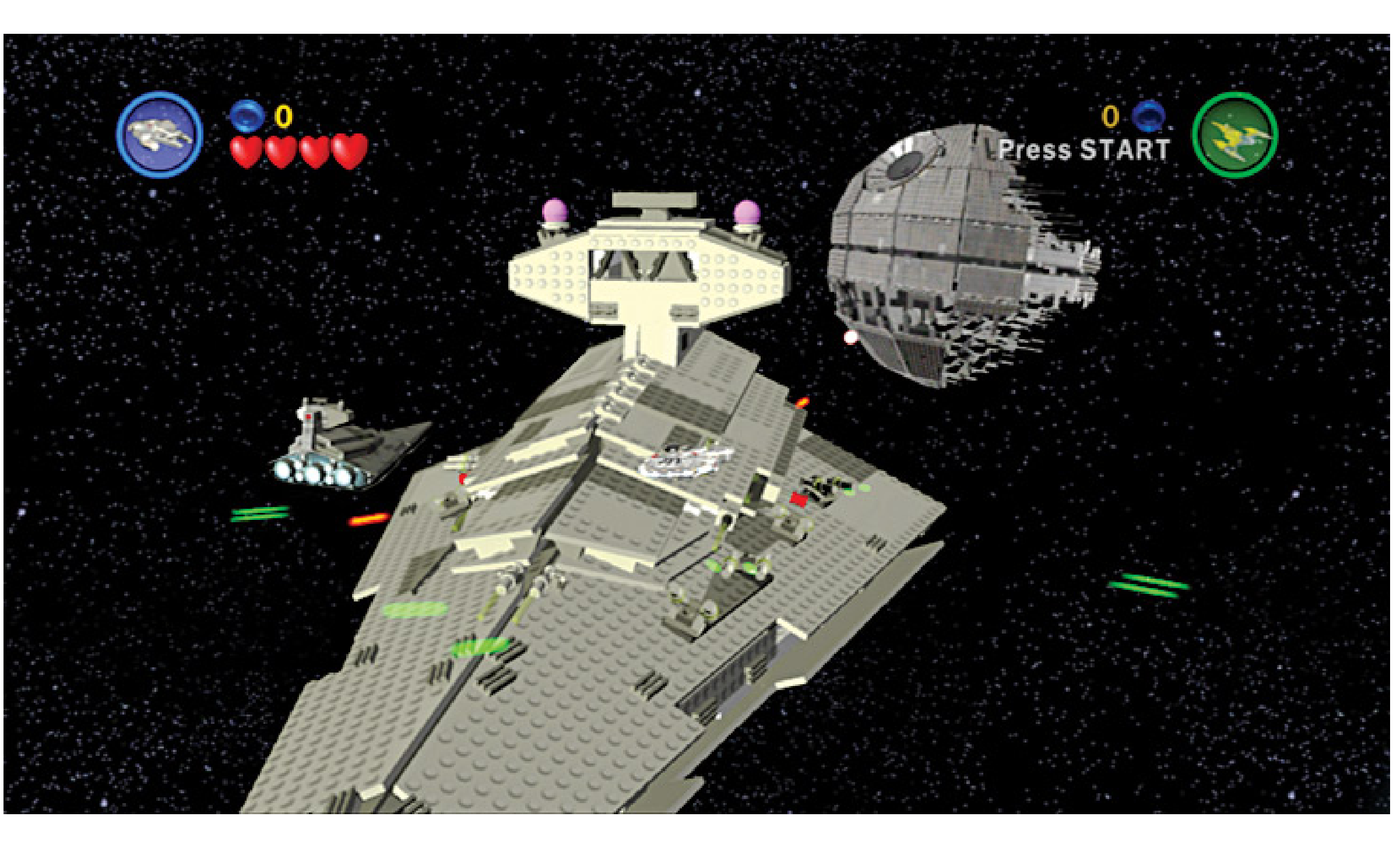
Collect the studs that are released after each gun is destroyed. After the last gun is gone, fire some purple torpedoes at the two reticles on the Star Destroyer's observation deck.

After both reticles have been hit, the Star Destroyer drops out of space to its demise. Next, fly to the Destroyer that was in the middle of the other two Star Destroyers.

Fly across its bow and shoot the gray satellite you see to add another LEGO canister to your stash. Next, take out the turret guns, then fire some torpedoes at the control tower to turn that Star Destroyer into scrap metal.

Finally, fly to the left and engage the fourth (and final) Star Destroyer. Take out all the turret guns so that you can collect more studs, then fire two purple torpedoes at the reticles over the observation deck.

As the last ship drops out of space, grab the studs it leaves behind.



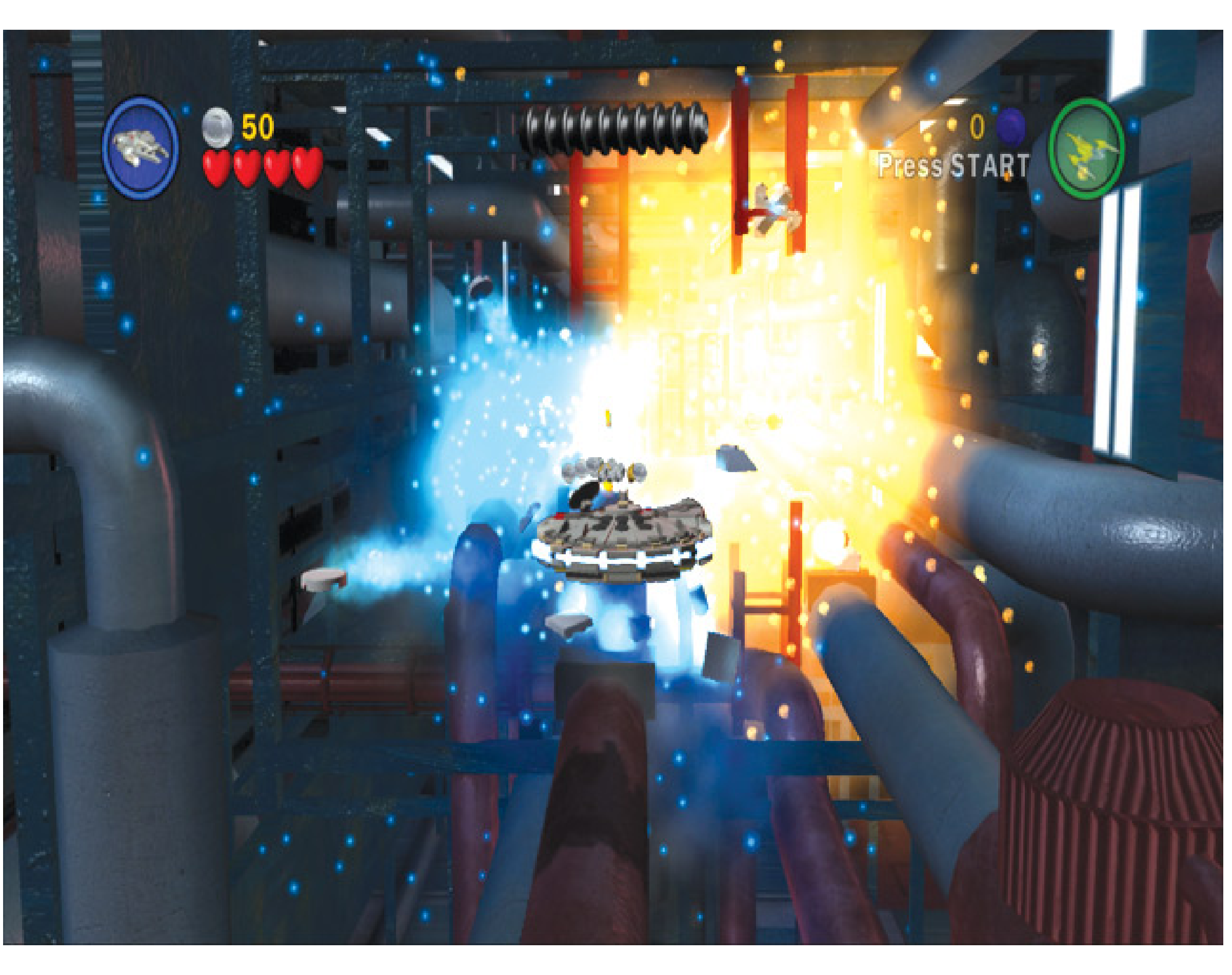
Take out those turret guns, because they leave behind valuable studs.

When you approach the Death Star, fly straight into the ventilation shaft ahead of you. As you fly, keep blasting your guns. Destructible wall and floor panels that release studs when they are destroyed line the shaft.

Also, be sure to destroy the brown pipes hanging from the ceiling and collect what they leave behind.

You'll also find along the wall some turret guns that can be destroyed for more studs, but they are more trouble than they are worth, so speed past them.

As you fly through the shaft, enemy TIE fighters swarm around you and try to take you out. Keep moving and blast them before they can blast you.



Hit the wall and floor panels to find some hidden loot.

Farther down the shaft, you eventually get to a purple torpedo dispenser. Fly over the dispenser and collect three torpedoes, then continue moving down the shaft.

When you see three purple reticles in the shaft ahead, fire your torpedoes until all three targets are history.

Collect the loot that floats in the air after each one is hit. After you destroy the third target, a LEGO canister appears in the shaft ahead. Add it to your stash.

Caution

The ventilation shaft is narrow and many enemies are buzzing around. If you get shot to pieces, be sure to quickly collect any studs that you've left floating in space after you respawn.

A little farther down, the shaft is blocked by an impenetrable force field. Surrounding the barrier are four more purple targets that you need to destroy. Return to the torpedo dispenser and load up on bombs, then head back to the targets and fire away.

When you need more torpedoes, just return to the dispenser and repeat. After the fourth and final purple target has been destroyed, the force field disappears and you can continue flying down the shaft.

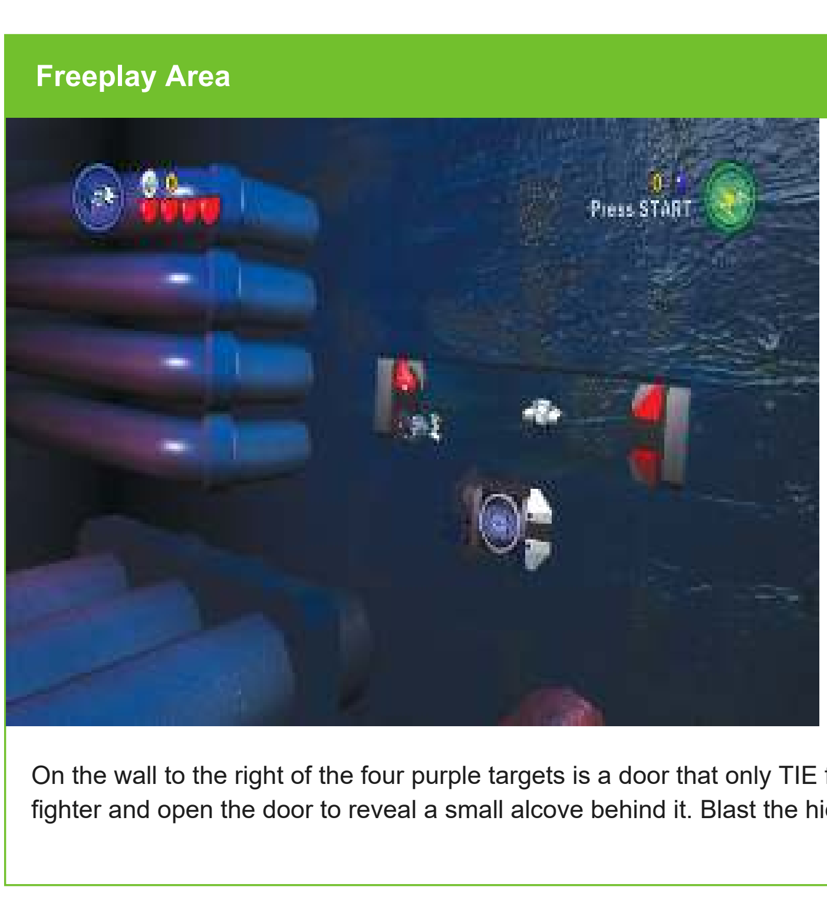
The next part of the shaft bends to the right, where you find a torpedo dispenser. Fly past the dispenser and into the back left corner. There you find a tiny, hard-to-see alcove with a LEGO canister to collect.

Head back to the dispenser and load up, then follow the shaft as it bends to the north. As you fly along this new passage, shoot the orange wall panels and snatch the loot that comes out.

The shaft leads you to a room where the door to the next area is locked. On both sides of the door are hidden missile launchers. When you get close, the launchers come out and fire their payloads at you.

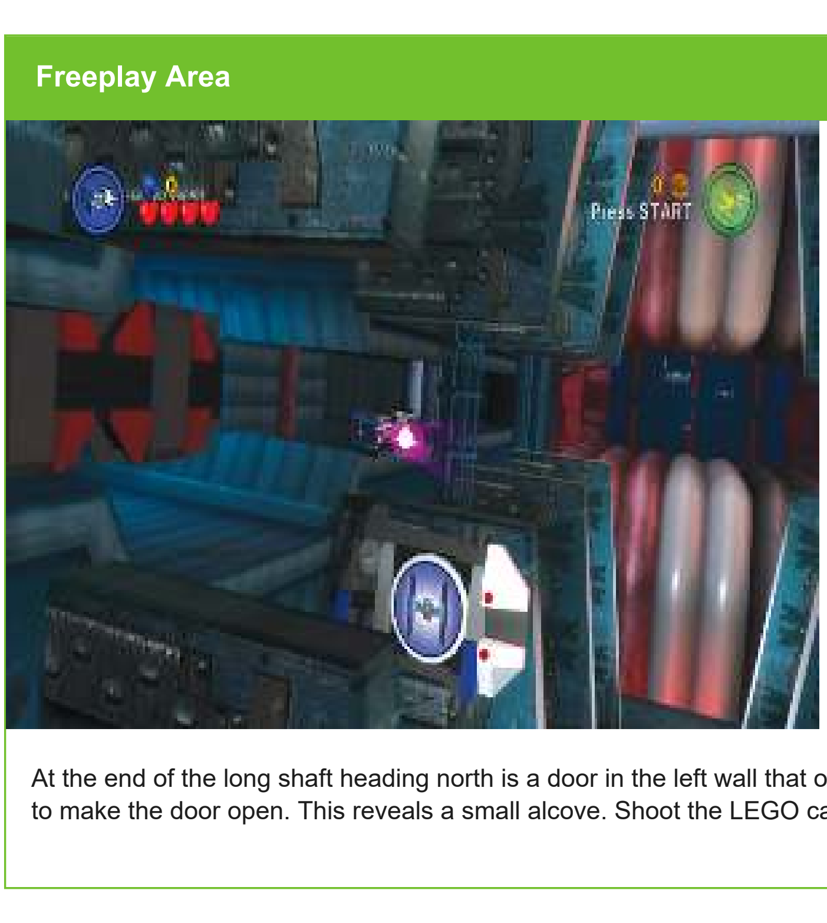
Move to the launcher on the right; when it opens up, fire your purple torpedoes at it until the missile launcher explodes. Do the same thing to the launcher on the left. With both launchers destroyed, the door in the back wall unlocks and opens.

Freeplay Area



On the wall to the right of the four purple targets is a door that only TIE fighters can enter. Change your ship to a TIE fighter and open the door to reveal a small alcove behind it. Blast the hidden Lego canister inside for your collection.

Freeplay Area



At the end of the long shaft heading north is a door in the left wall that only TIE fighters can open. Switch to a TIE fighter to make the door open. This reveals a small alcove. Shoot the LEGO canister inside to add it to your collection.

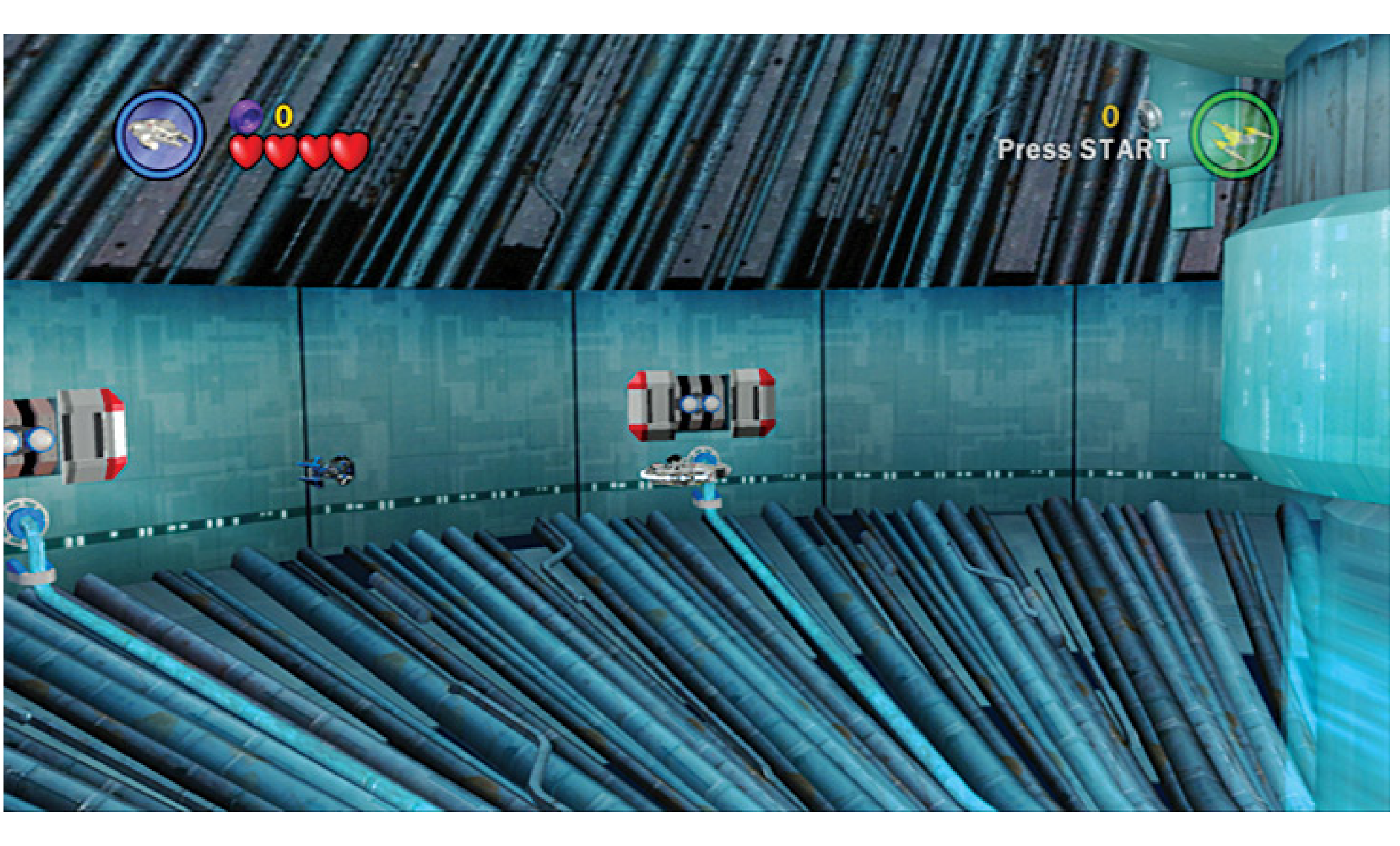
Fly through the opening between the two destroyed missile launchers. You're now in a circular room with the Death Star's reactor core in the center.

Fly around the room and shoot the gray satellite to add another LEGO canister to your collection. Now fly along the outer wall. You find two purple targets over which a purple reticle appears when you get close.

Fire purple torpedoes at both targets to destroy them and open an alcove between them. Fly into the alcove and grab a red power brick.

Also along the outer wall are some red and white panels. Each panel hides a wall socket that's connected to the reactor core at the center of the room. Slowly fly toward a panel, and it opens up to reveal a socket in the wall.

Quickly fire your blasters to destroy the socket—if you get too close, the socket zaps you and renders you helpless for a few seconds.



Blast the wall sockets hidden behind each red and white panel.

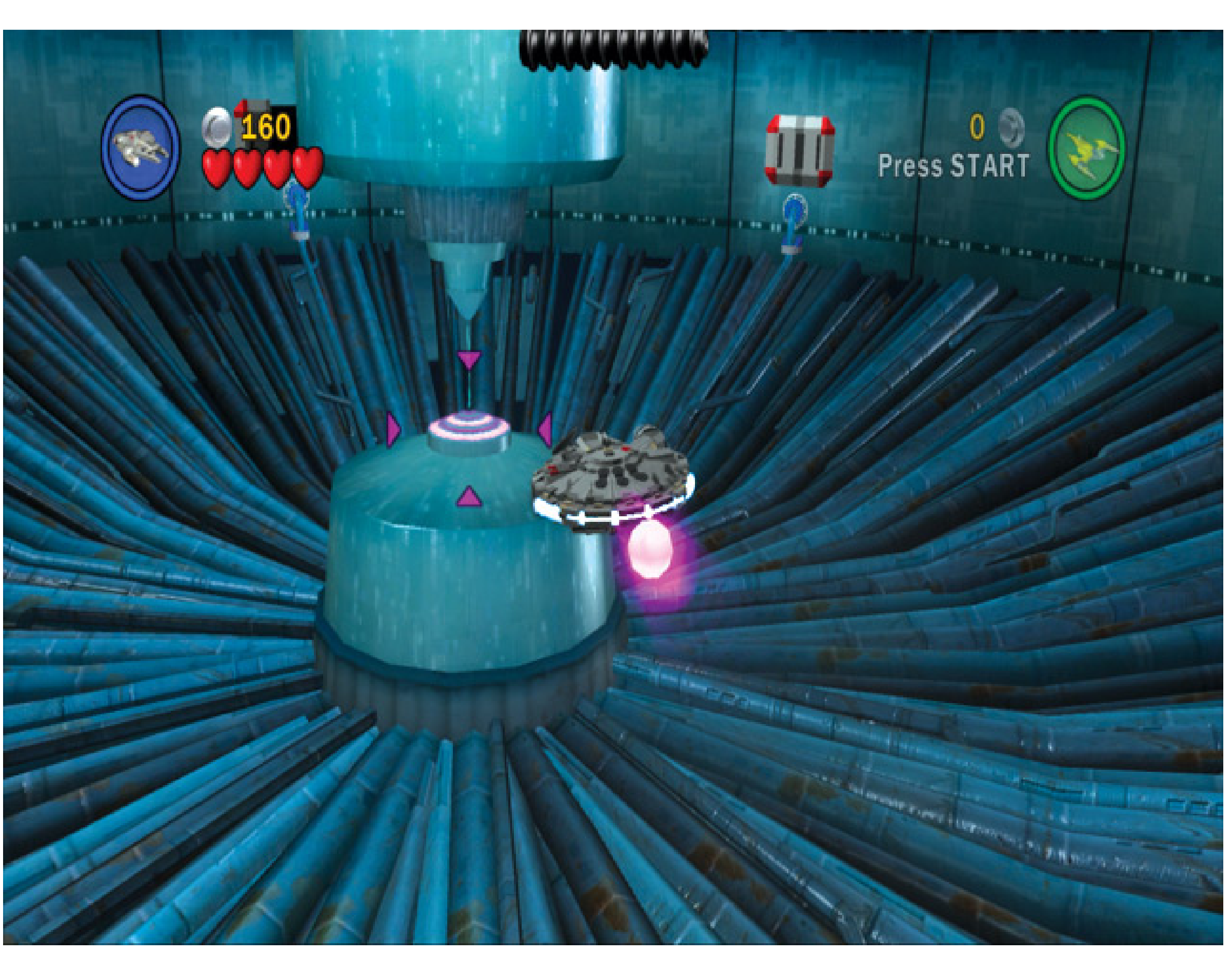
Note

If you need more torpedoes to hit the targets on the wall, just return to the shaft you were in a moment ago. Find the dispenser that you passed earlier.

Continue to fly around the circular room and take out all the electrical sockets in the wall. After you destroy the last one, the protective force field around the reactor core at the room's center disappears.

Fly toward the core to see it spinning. Wait until you see the blue part of the core, then fire your blasters at it until the casing around the core is destroyed, leaving studs and a power up to collect.

Pick up the purple torpedo that is left behind after the explosion, and fire it at the remainder of the core.

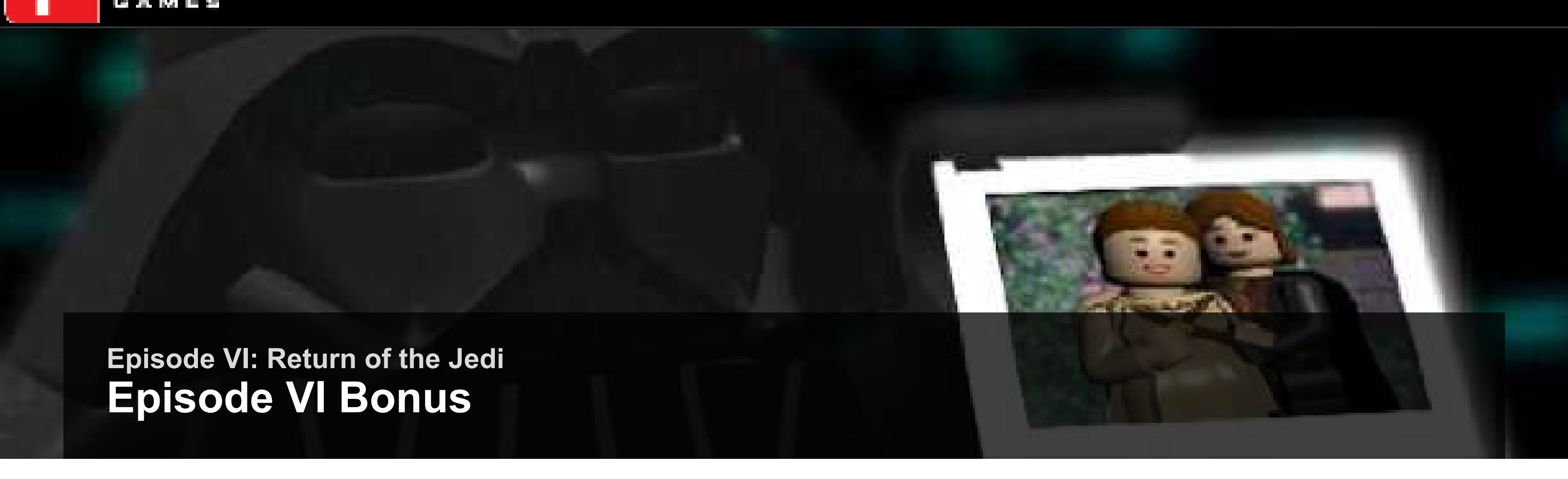


Blast the blue panels of the inner core to destroy the whole thing.

You did it! The Death Star is going to blow. Unfortunately, you're still in it! Follow the shaft you're in to get to safety. Keep your foot on the pedal because the fire from the core explosion is following right behind you.

If it catches up to you, you'll crash and burn. As you fly, keep shooting your blasters. This not only destroys any objects that could get in your way and slow you down, but also gives you some extra studs.

If you continuously fire your guns, you can also destroy three LEGO canisters located in the shaft on the way out. If you happen to miss one, you can go back and get it in Freeplay mode.



Episode VI: Return of the Jedi

Episode VI Bonus

The bonus section contains three parts. The first part requires you to play through all the chapters of Episode VI *Return of the Jedi* in less than one hour while collecting 100,000 studs.

The second part has you fighting on the planet of Endor against the worst scoundrels in the galaxy in order to collect one million studs in less than five minutes.

And the third part has you flying through the forest of Endor in search of one million studs in less than five minutes. After you successfully complete each part, you get a gold brick for your collection.

If you don't complete a mission in the allotted time, you just have to play again until you do, if you want to earn that brick.

Super Story

The Super Story part of this bonus mission requires you to play through all the missions of *Return of the Jedi* again.

Those missions are: "Jabba's Palace," "The Great Pit of Carkoon," "Speeder Showdown," "The Battle of Endor," "Jedi Destiny," and "Into the Death Star."

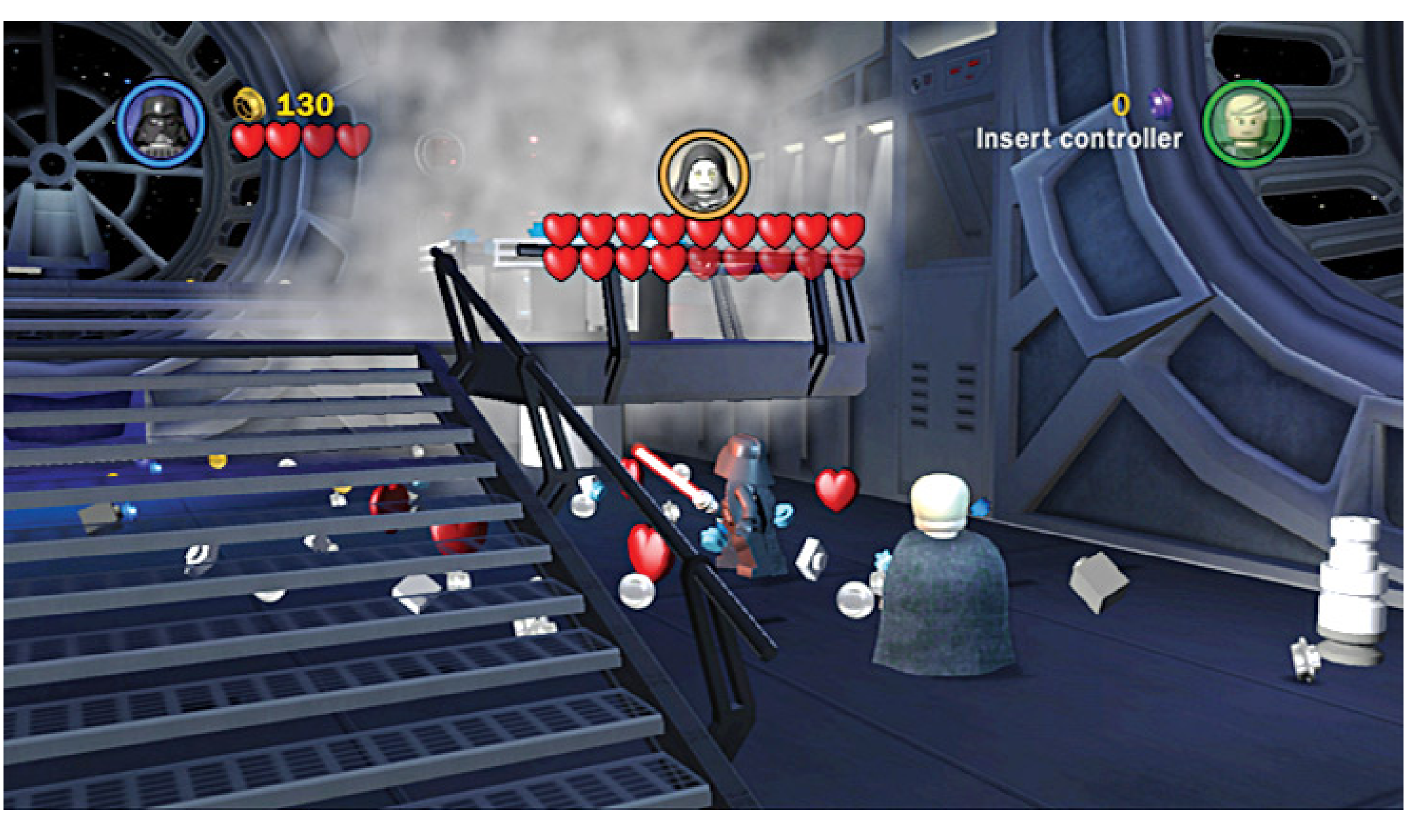
The challenge this time is that you have to play thorough all six chapters consecutively while grabbing 100,000 studs in less than an hour.

These missions are exactly the same as the first time you played them, except this time you have a time constraint.

Because you don't have any time to lose, don't waste time in areas where you aren't going to find many studs or that are way off the beaten path.

Try to hit the areas that had the blue studs or many studs in a centralized location.

After you reach your goal of 100,000 studs, you can then concentrate on getting through the levels quicker so that you can finish in under an hour. If you finish in less than an hour and with 100,000 studs, you get a gold brick.



The Emperor's throne room is a treasure trove of valuable studs.

Character Bonus (Endor)

While the Rebel Alliance struggles heroically with the oppressive Empire, and as Luke Skywalker moves closer to his epic destiny, daily life goes on across the galaxy.

In the battle-torn forest of Endor, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil…

You start this mission high above the forest of Endor in the Ewok village. There, you have only five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style, so you can choose who you want to play, and the game will pick the rest of your playable characters, all of whom have different abilities.

Play this mission after you have completed the game so that you can use one of the ghost characters.

Ghost characters are impervious to damage, which comes in handy because everyone is gunning for you. Get a bounty hunter as your second character for his powerful gun and his thermal detonators.

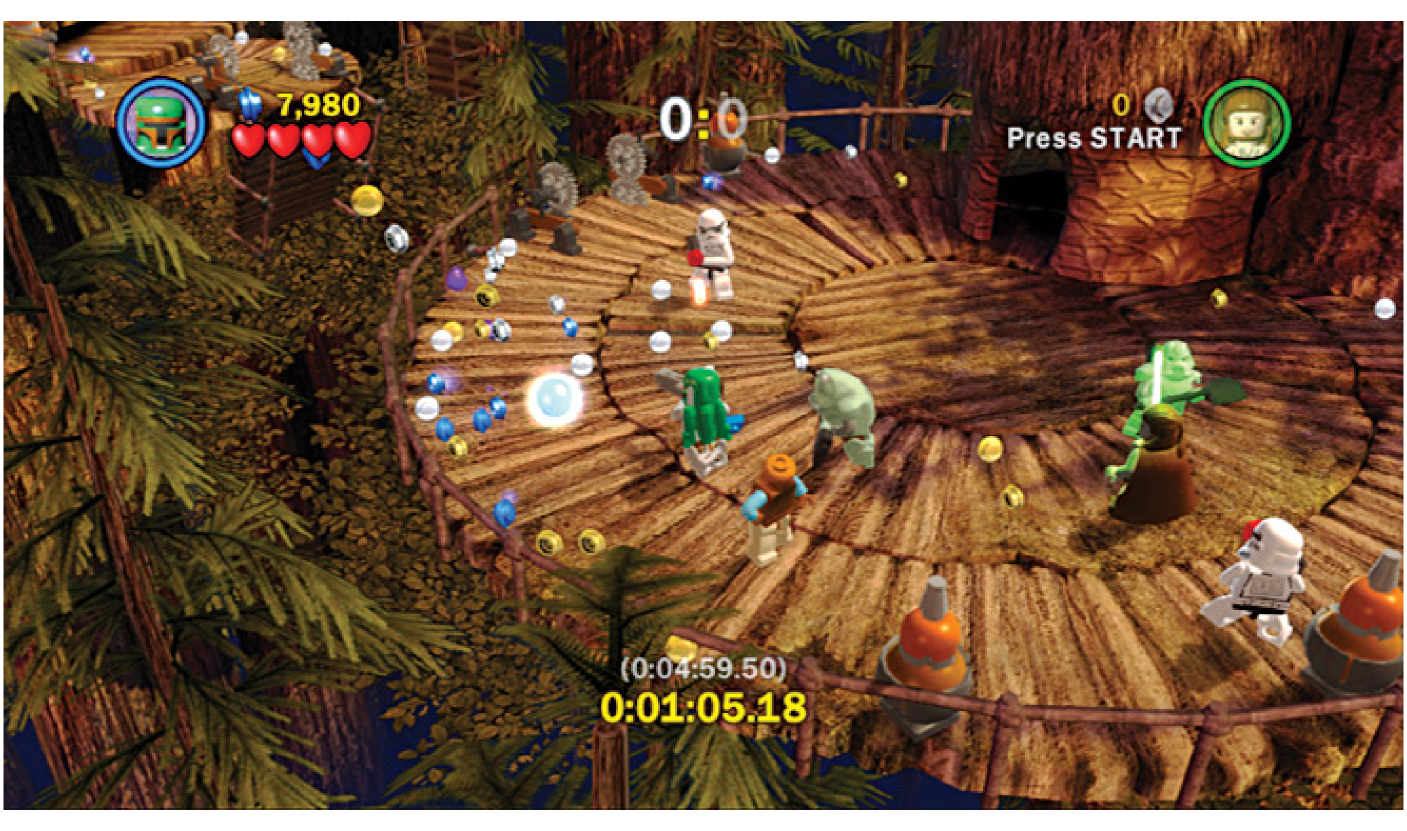
This mission is played in the Ewok village in the trees high above the forest floor of Endor. The village consists of large platforms connected by narrow wooden bridges. Scattered around are large orange and blue pots that contain many studs.

On certain platforms, you'll also find shiny metal objects that can be blown open using thermal detonators. These shiny pieces of equipment hold the most valuable studs.

Spend most of your time on the platforms along the left side of the village. As soon as the mission starts, enemies start raining down from the sky.

Quickly smash some pots along the fence to get some studs and a power up. Now take out those enemies and smash everything in sight and grab the loot.

When the area is clear, run to the top left of the platform, and a bridge rises up, connecting you to a platform to the left. Run across and shoot more containers. Grab more studs and another power up.



Break the large pots to get a payday of studs and hopefully a power up.

After this new area is free of enemies and valuables, head back to where you came from. Move back and forth across those platforms, blasting pots with your blaster and using your thermal detonators on the shiny equipment.

Everything respawns after a while, so you can go back and shoot everything again and again. Keep blasting everything in sight until you reach the million-stud mark in less than five minutes to earn a gold brick.

If you fail to reach a million studs in less than five minutes, you have to repeat the mission.

Minikit Bonus (Endor)

While the Rebel Alliance struggles heroically with the oppressive Empire, and as Luke Skywalker moves closer to his epic destiny, daily life goes on across the galaxy.

In the battle-torn forest of Endor, intrepid adventurers compete to collect one million LEGO studs in the fastest time possible.

It's the desperate, ruthless life of a world in turmoil…

You start this mission flying above the forest floor of Endor, where you have only five minutes to collect one million LEGO studs.

This mission is played in a Freeplay mode style, so you can choose the vehicle you want to use, and the game will pick the rest of your playable vehicles for the mission.

Use a quick vehicle, such as a TIE fighter, on this level because enemies hound you during the entire mission.

The forest floor is covered with lush vegetation that you can blast to pieces. All the plants that can be destroyed hold valuable studs to add to your total. You'll also find lots of enemies in the area.

Enemy TIE fighters buzz about the skies and AT-AT and AT-ST walkers stalk the ground. As you go about looking for studs, be sure to take out these servants of the Empire whenever you need hearts to replenish your health.

The lush vegetation is a good source for studs, but a much better source should be at the top of your priority list: Three purple target stations are on the forest floor and each one holds many purple and blue studs.

All you need to do is fire a purple torpedo at each station to cause the target to explode and reveal hidden studs and power ups.

Eventually the targets respawn and you can repeat the process. As you fly from station to station, shoot plants and enemies to collect studs and hearts.

You start in one of three clearings on the forest floor. Each clearing contains a purple target station, but in order to get any studs from the stations, you must blast each one with a torpedo.

Fly to the right of the clearing you start in and follow the narrow trail as it connects to the next clearing. When you get to the clearing on the far right, you find the dispenser.

Collect three torpedoes from the dispenser and fly to the southeast, where you find the first purple target station. Fire your torpedo when you get close, and a purple reticle appears over your target.

Now that you've destroyed the first station, fly to the left and follow the trail that leads to the next clearing. Fire a torpedo at the next purple target station in the second clearing to find more loot.

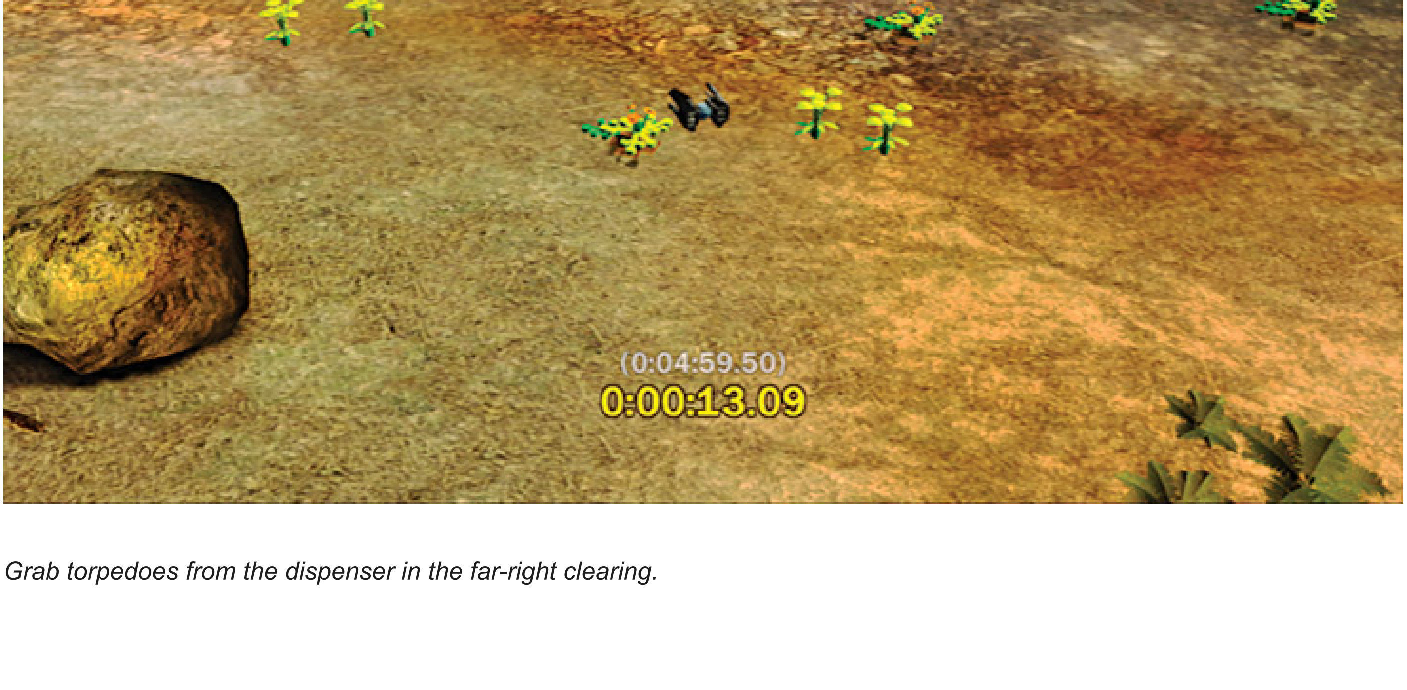
Now, fly to the left again and head to the third and final clearing. When you get there, blast the last purple target station to get those valuable studs. You've destroyed all three stations.

Go back to the torpedo dispenser and restock with three torpedoes. By this time, the purple target stations have regenerated, so you can go blast them again.

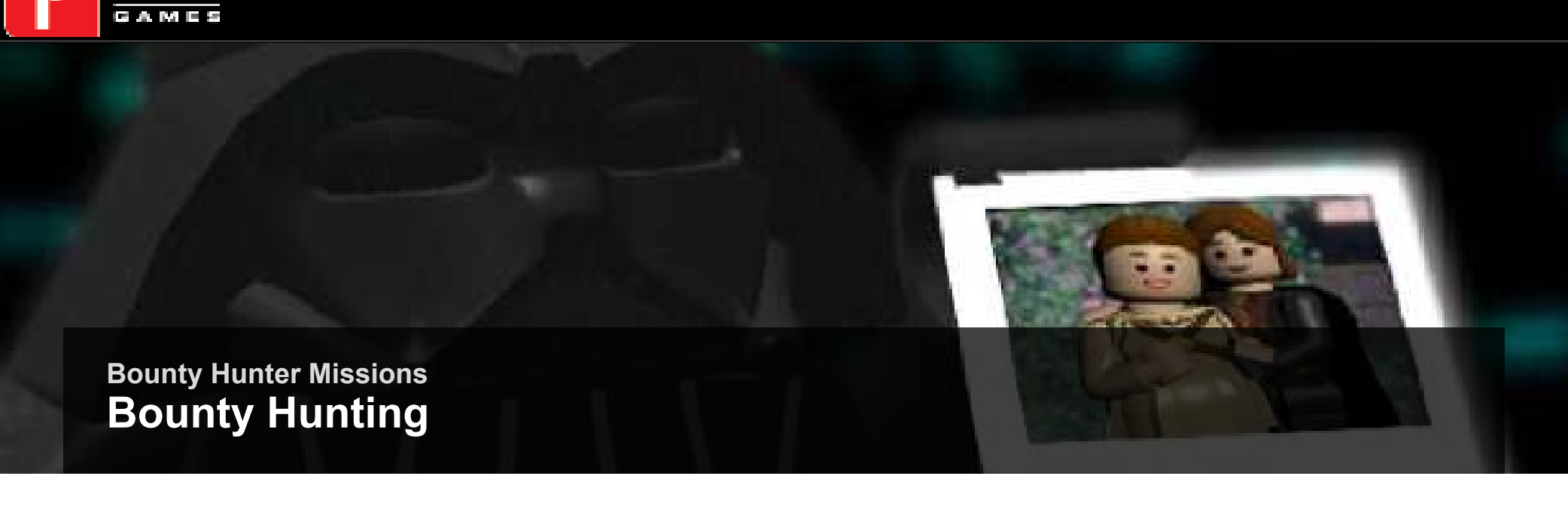
Keep doing this until you collect one million studs in under five minutes and earn a gold brick.

Note

Every time you destroy one of the big targets, a power up is left on top of it. Switch to a larger vehicle when you fly in close if you are having problems getting to the power up.



Grab torpedoes from the dispenser in the far-right clearing.



Bounty Hunter Missions

Bounty Hunting

A small alcove in the Mos Eisley parking lot has a door with a small picture of Jabba the Hutt above it. Go inside; you find Jabba himself behind a counter where you can get bounty hunter missions.

For all of these missions, you have the choice of playing as any of the professional bounty hunters in the game: Boba Fett, 4-LOM, IG-88, Bossk, Dengar, and Greedo.

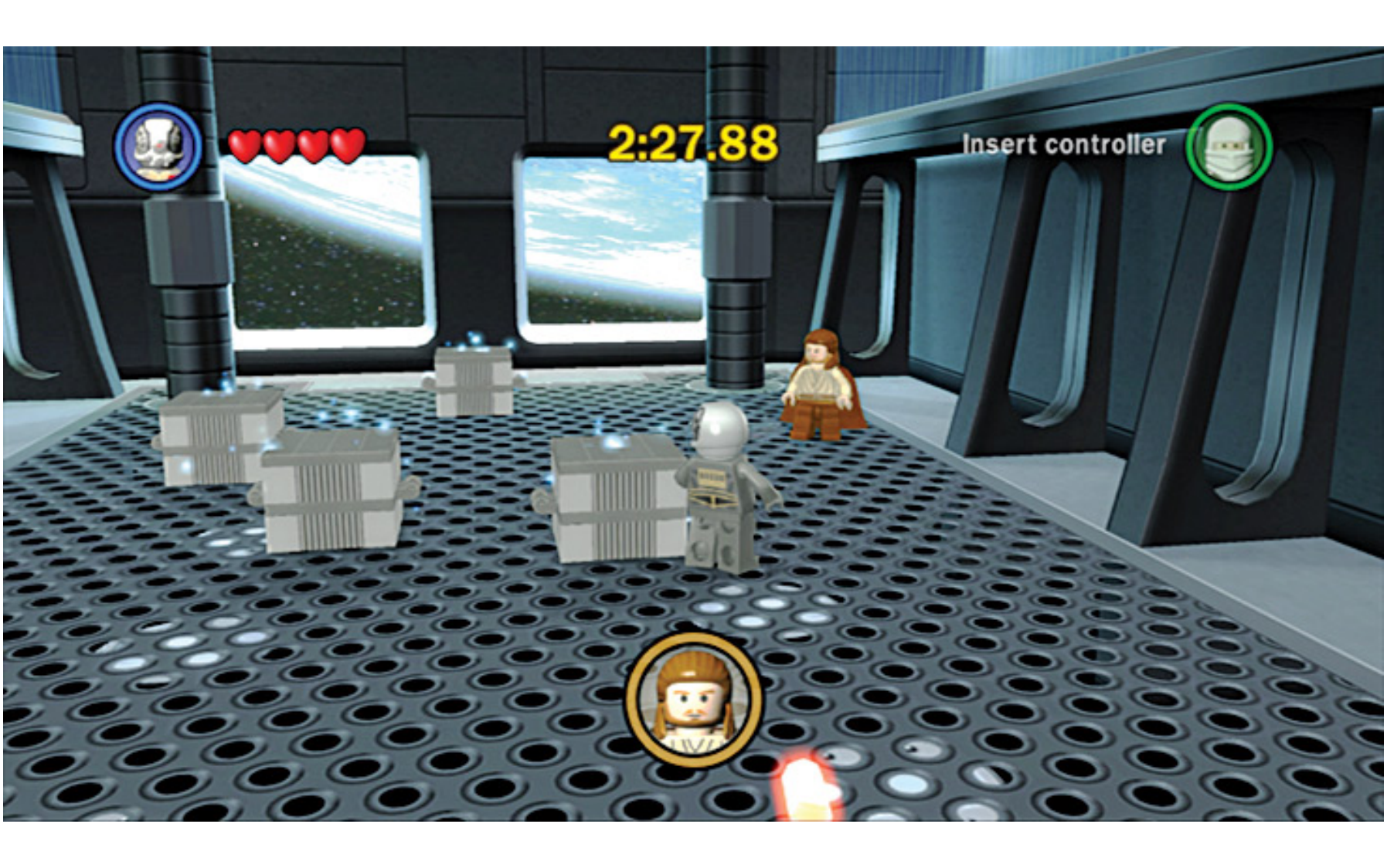
You can switch to any one of them at any time during the mission. Everyone has the same set of skills, except for Boba Fett, who can fly for a short time, and the droid bounty hunters, who can access droid activation panels.

Every mission takes place in a small area from one of the game's chapters. Because you already played through every level at least once, you should know exactly where you're going.

You have five minutes to find your bounty located somewhere in the area. When you get close to your bounty, their picture appears at the bottom of the screen. If you fail to find your mark in less than the time allowed, you must start over again.

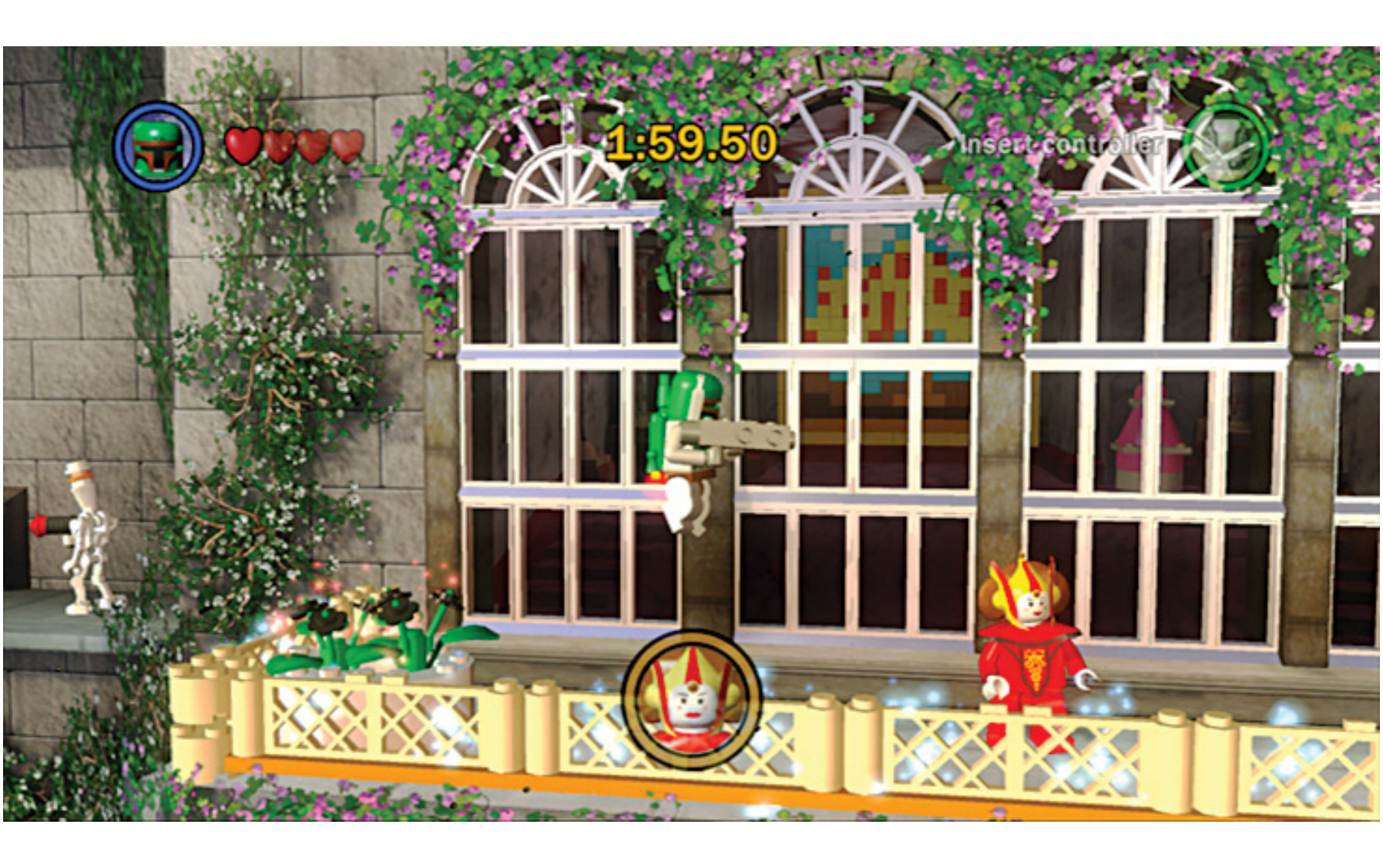
Scour the galaxy in search of all 20 of your famous targets, from Han Solo to Jar Jar Binks. This is an easy and quick way to earn a valuable gold brick after each successful mission.

Mission 1: Qui-Gon Jinn


2:27.88
Insert controller

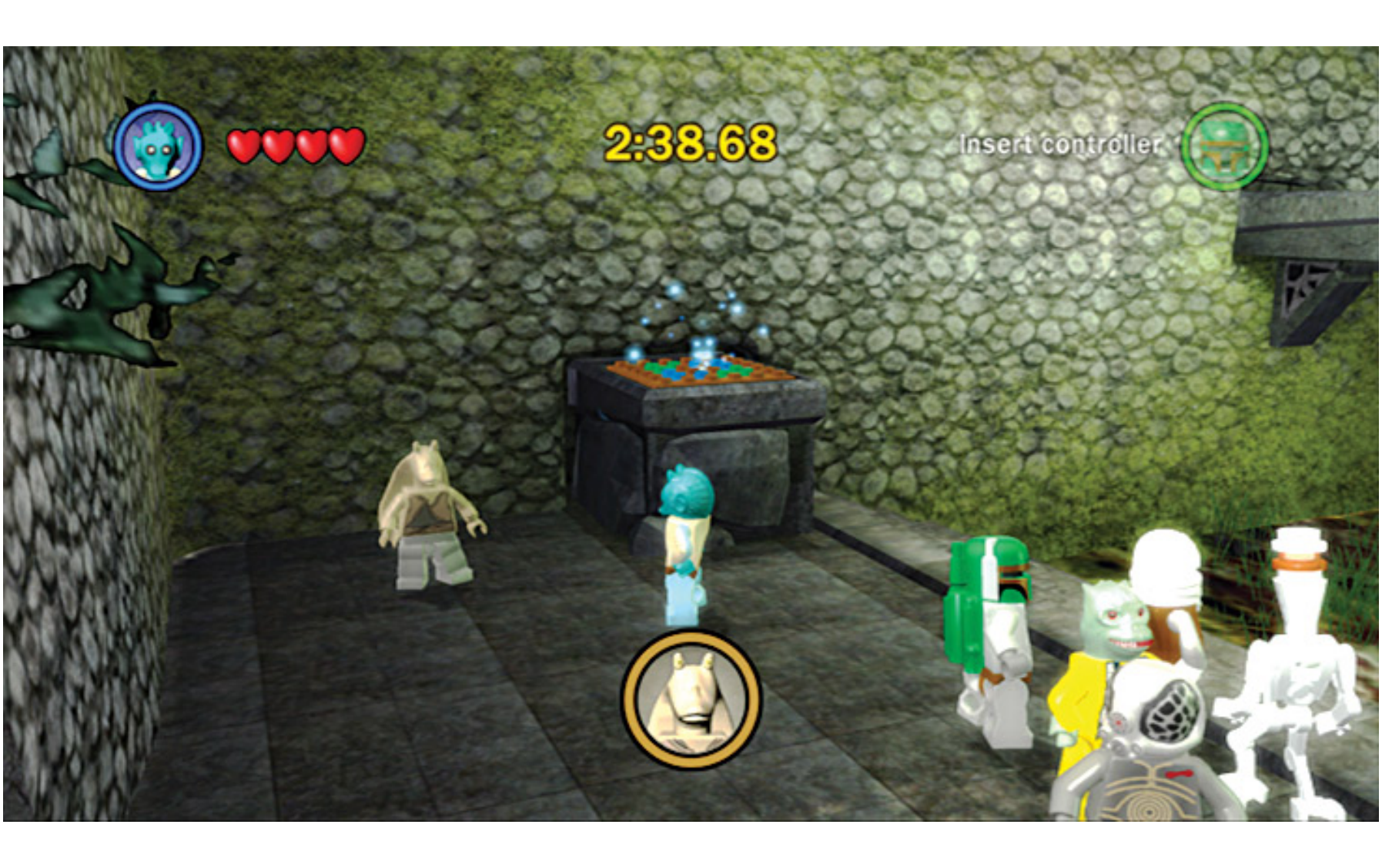
In "Negotiations," head down the main hall and go left when the hallway bends right. Use IG-88 or 4-LOM to open the door with a droid activation panel, then head inside for your prize.

Mission 2: Queen Amidala


1:59.50
Insert controller

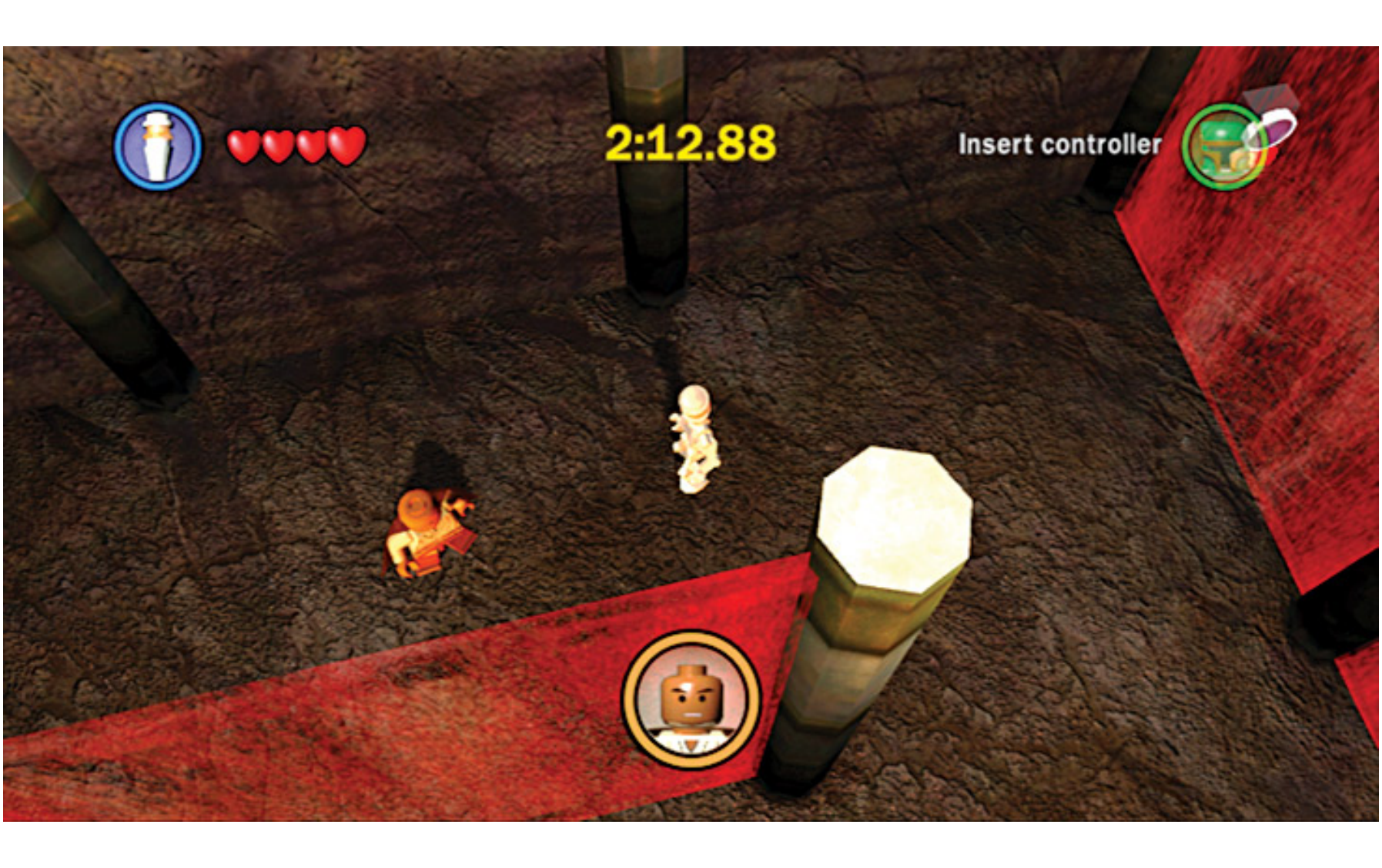
Use Boba Fett to fly over to the balcony near the room with the shiny metal windows while in "Escape From Naboo."

Mission 3: Jar Jar Binks


2:38.68
Insert controller

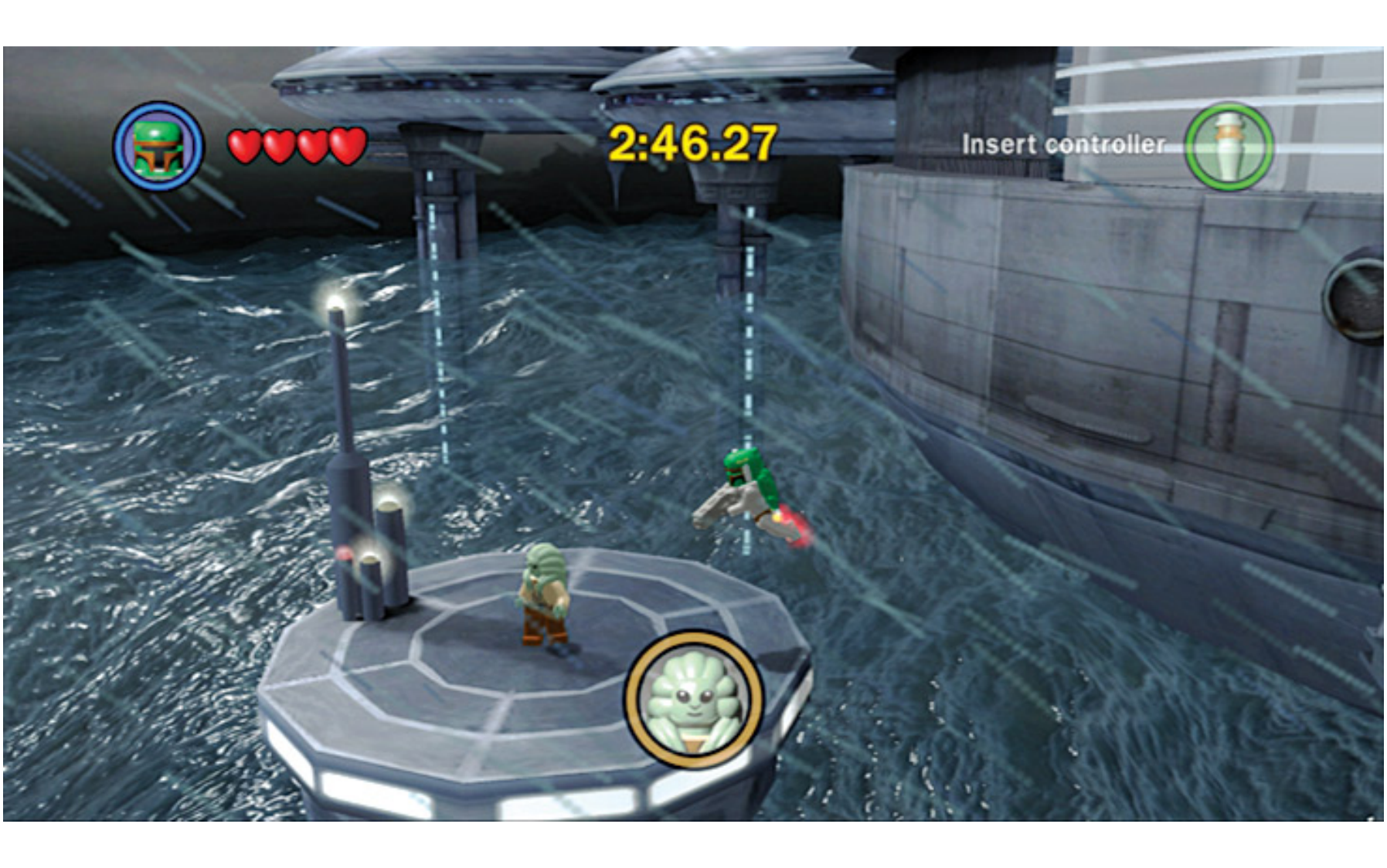
Find him in the secret area of "Invasion of Naboo" after you use a thermal detonator to blow up the large brown vehicle blocking the way.

Mission 4: Mace Windu


2:12.88
Insert controller

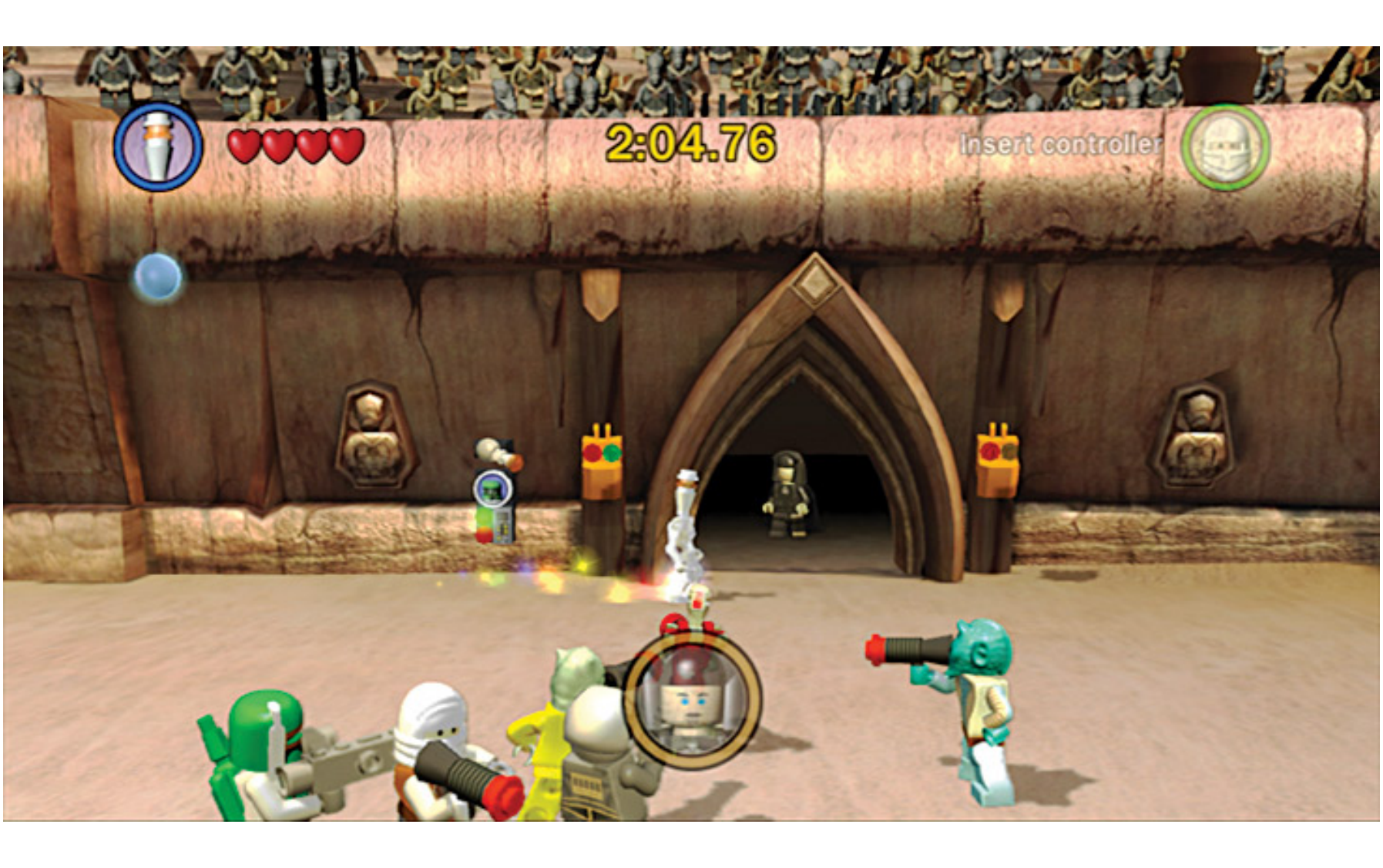
Head down the path to the right, and then shoot the white LEGOs in the back wall. Run into the cave they were blocking to find your target while in "Droid Factory."

Mission 5: Kit Fisto


2:46.27
Insert controller

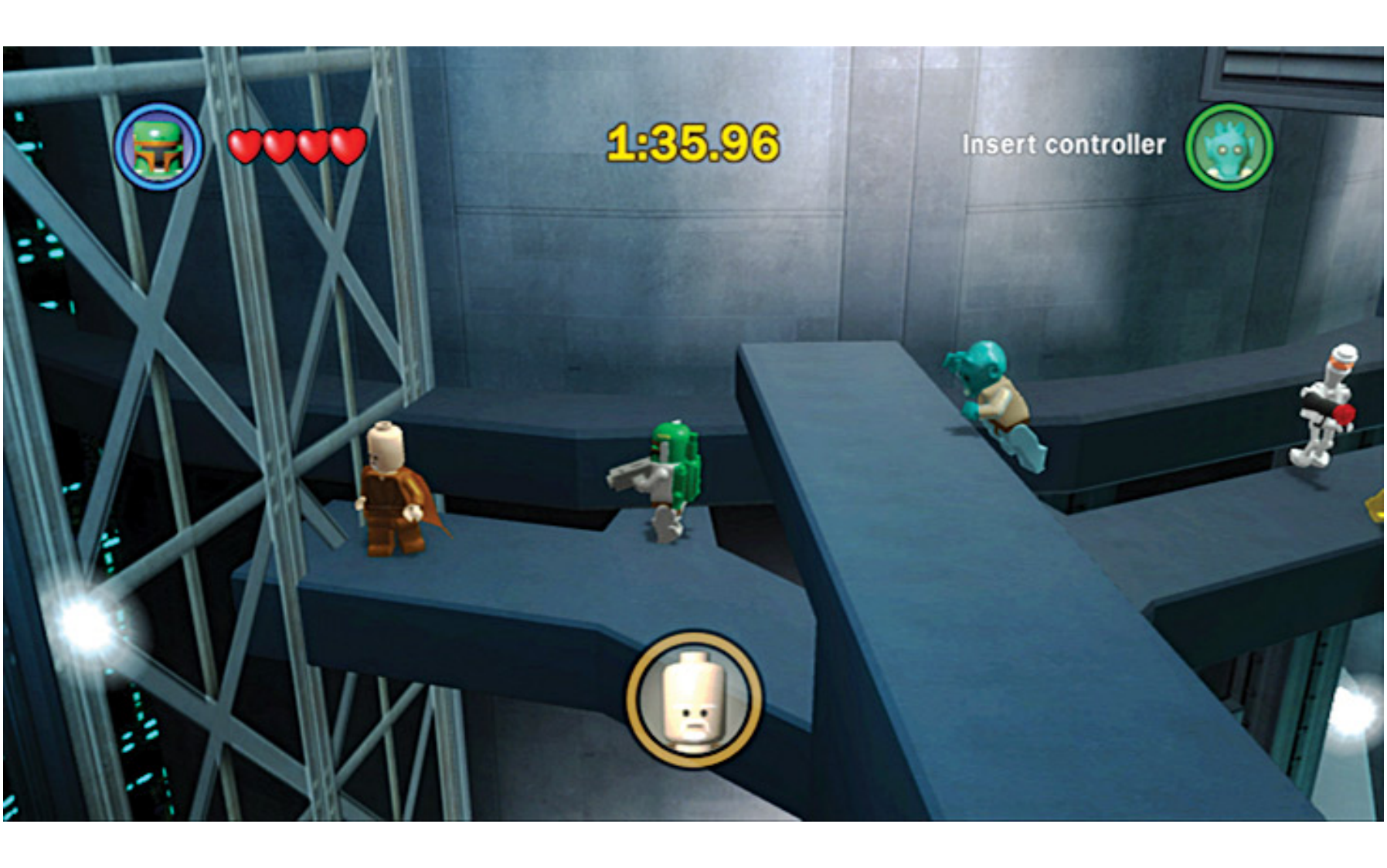
While in "Discovery on Kamino," run to the left down the walkway and fly over to the circular platform in the distance.

Mission 6: Luminara


2:04.76
Insert controller

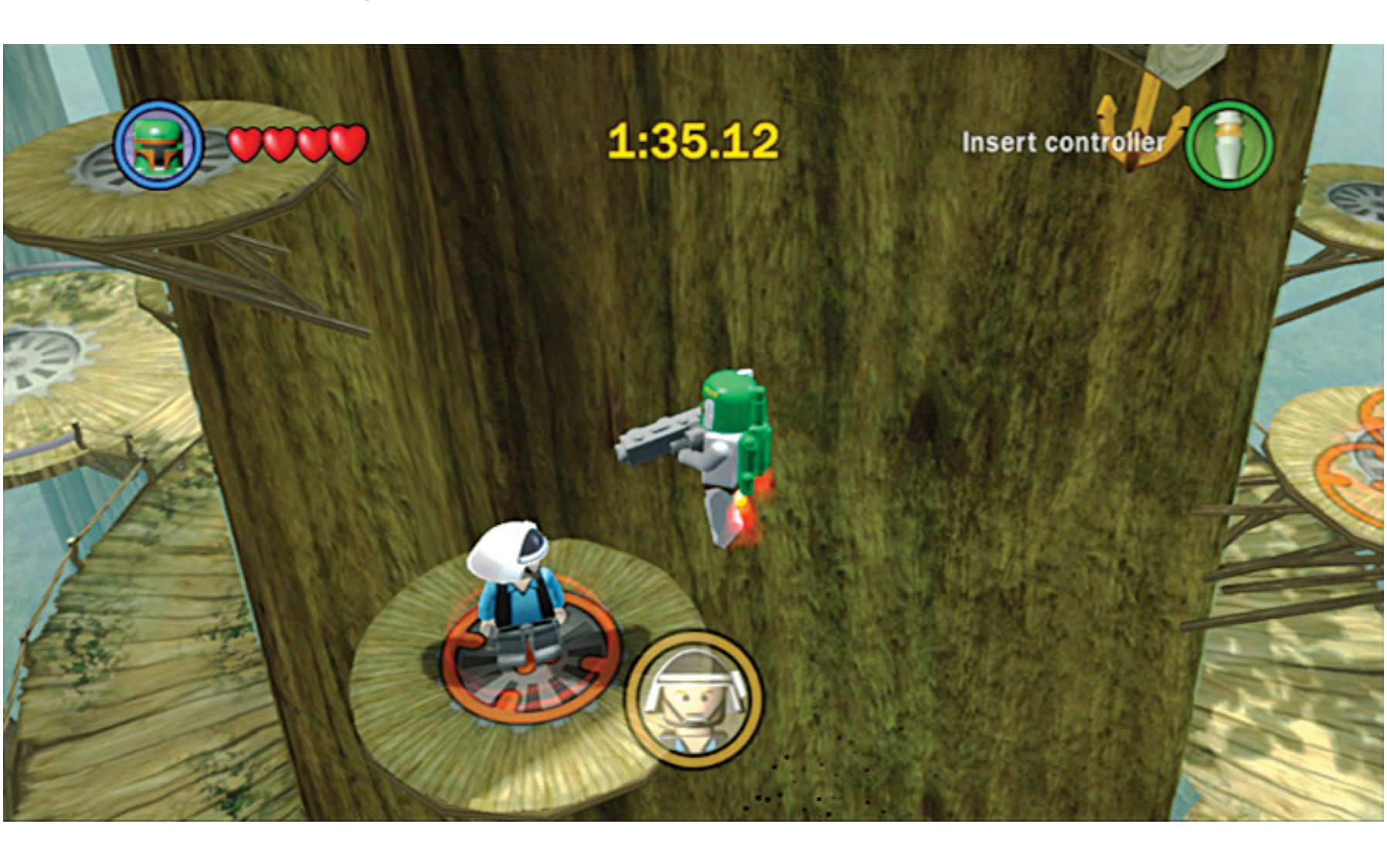
Run to the right of the starting area and access the activation panel on the wall to open the gate in the wall while fighting in "Jedi Battle."

Mission 7: Ki-Adi-Mundi


1:35.96
Insert controller

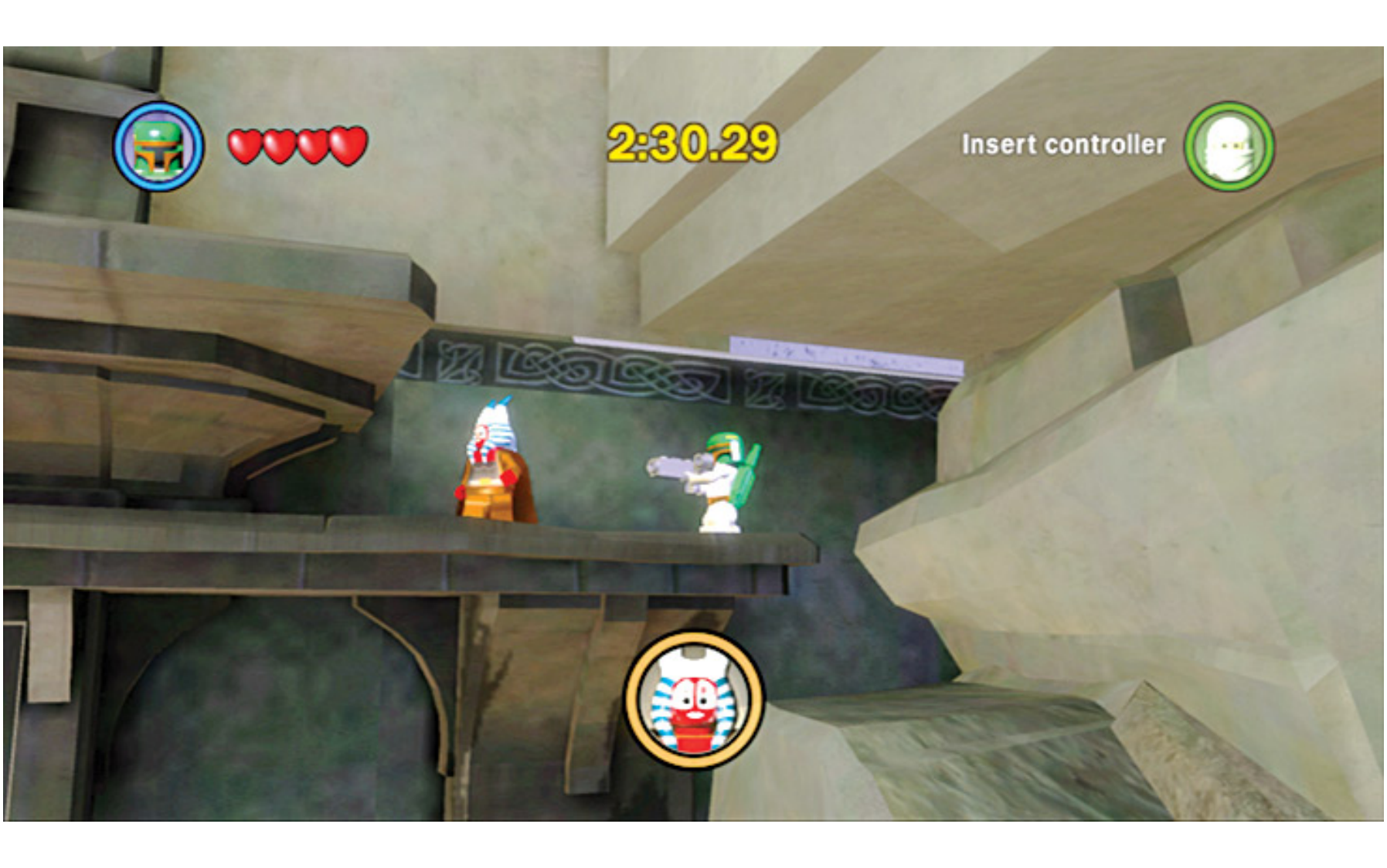
Once you get outside, fly along the building all the way to the left during "Chancellor in Peril."

Mission 8: Rebel Trooper


1:35.12
Insert controller

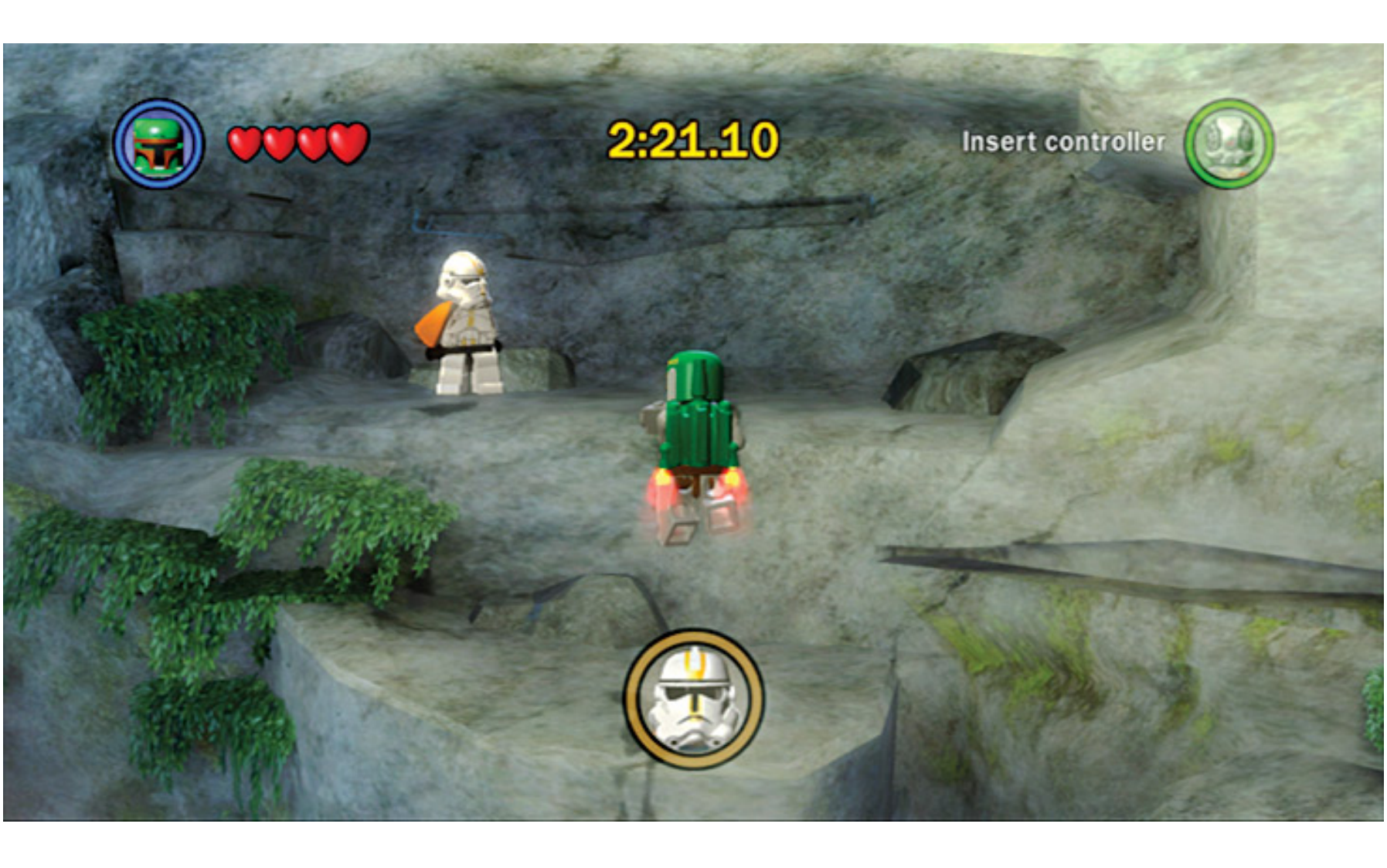
Head to the big tree, then use Boba Fett to grapple and fly up and around the tree platforms until you find your target in the trees of "Defense of Kashyyyk."

Mission 9: Shaak Ti


2:30.29
Insert controller

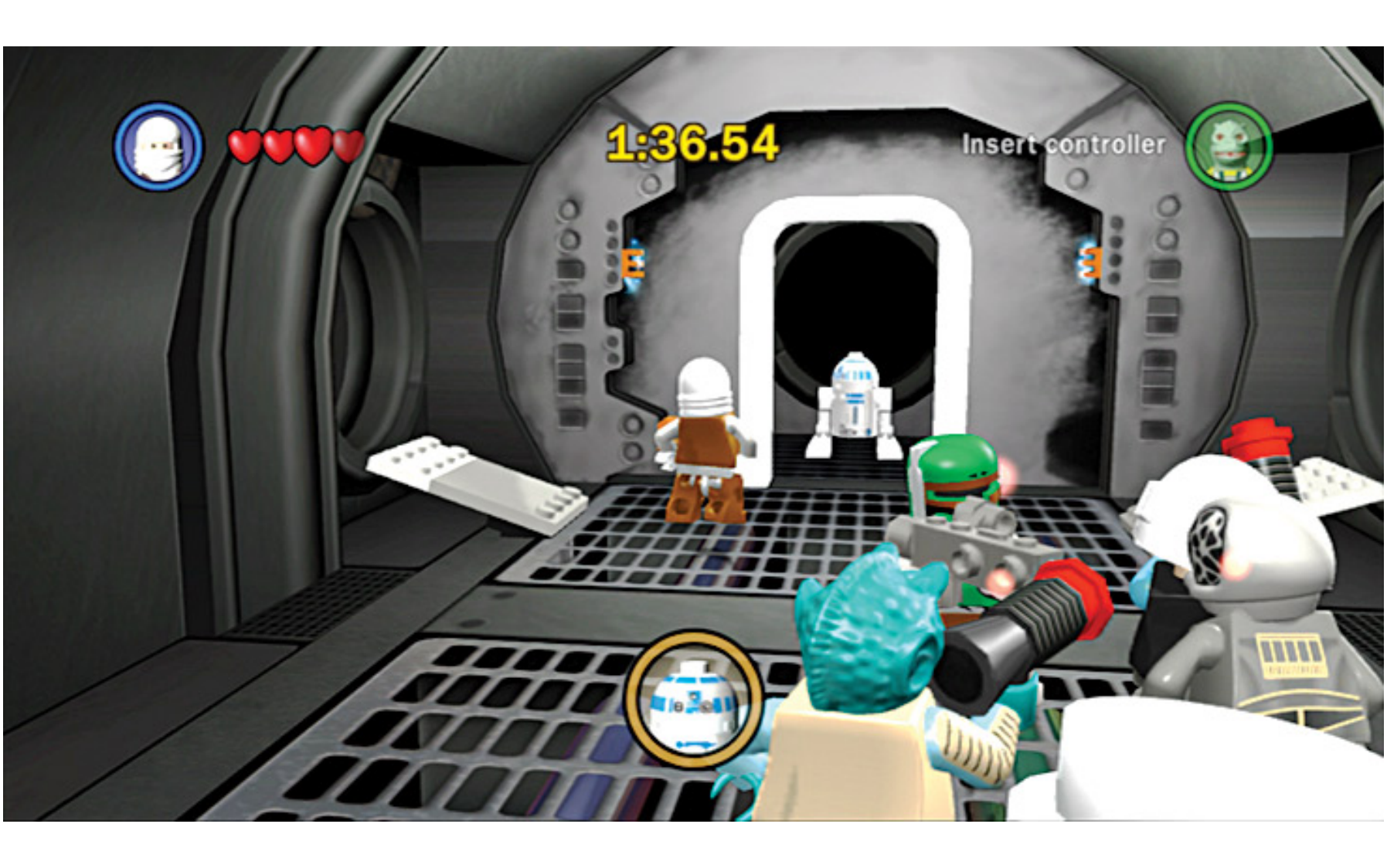
Blast the debris on the right side of the area, then grapple to the ledge above. Follow the walkway and jump to the narrow ledge above the large doorway in "Ruin of the Jedi."

Mission 10: Commander Cody


2:21.10
Insert controller

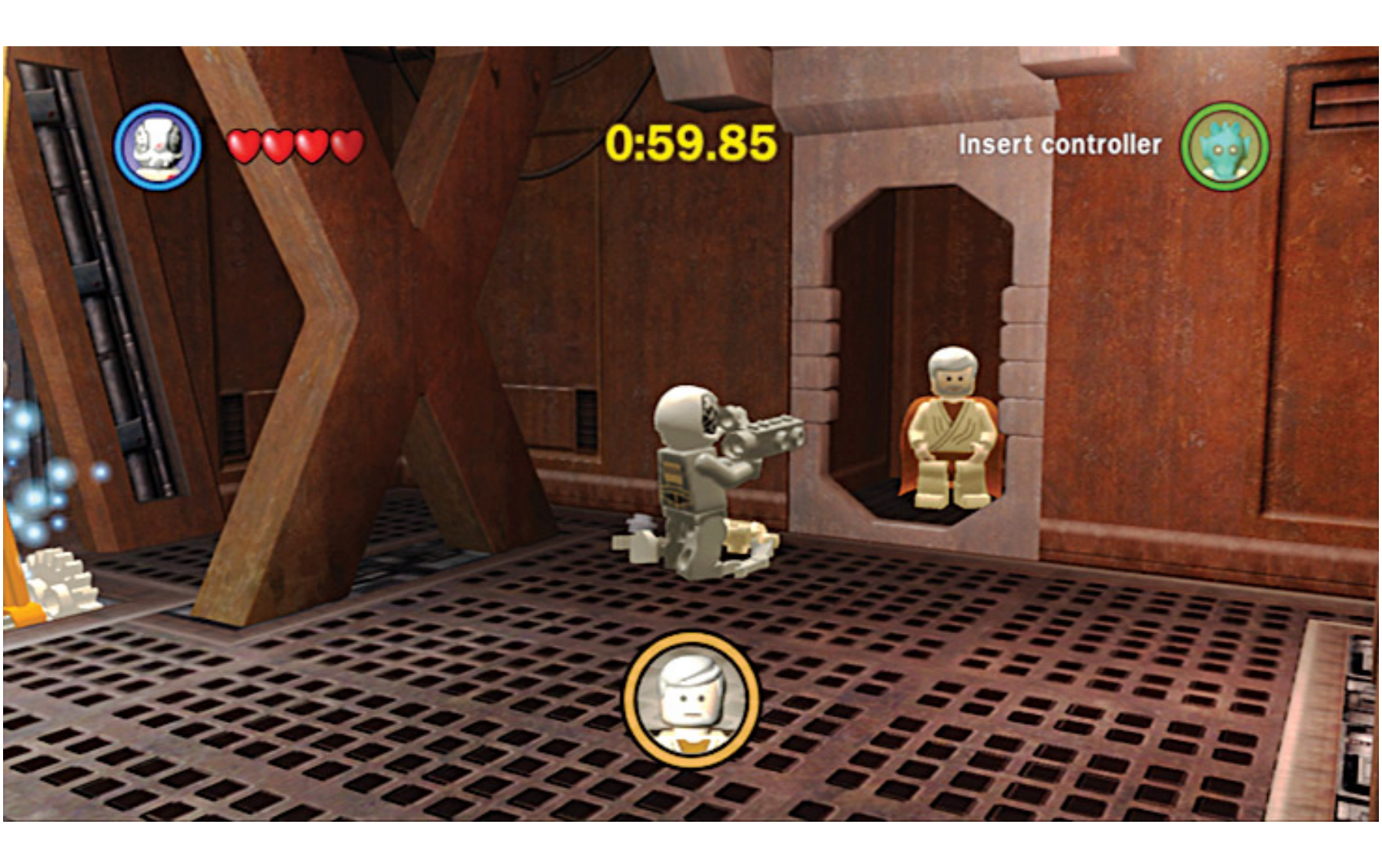
While in the "General Grievous" mission, jump to the circular platform to the left and then to the wall behind it. Use a thermal detonator on the shiny wall blocking your way, then continue to your target.

Mission 11: R2-D2


1:36.54
Insert controller

There's R2-D2 hiding behind the secret door you put together while on Princess Leia's starship, from the chapter "Secret Plans."

Mission 12: Ben Kenobi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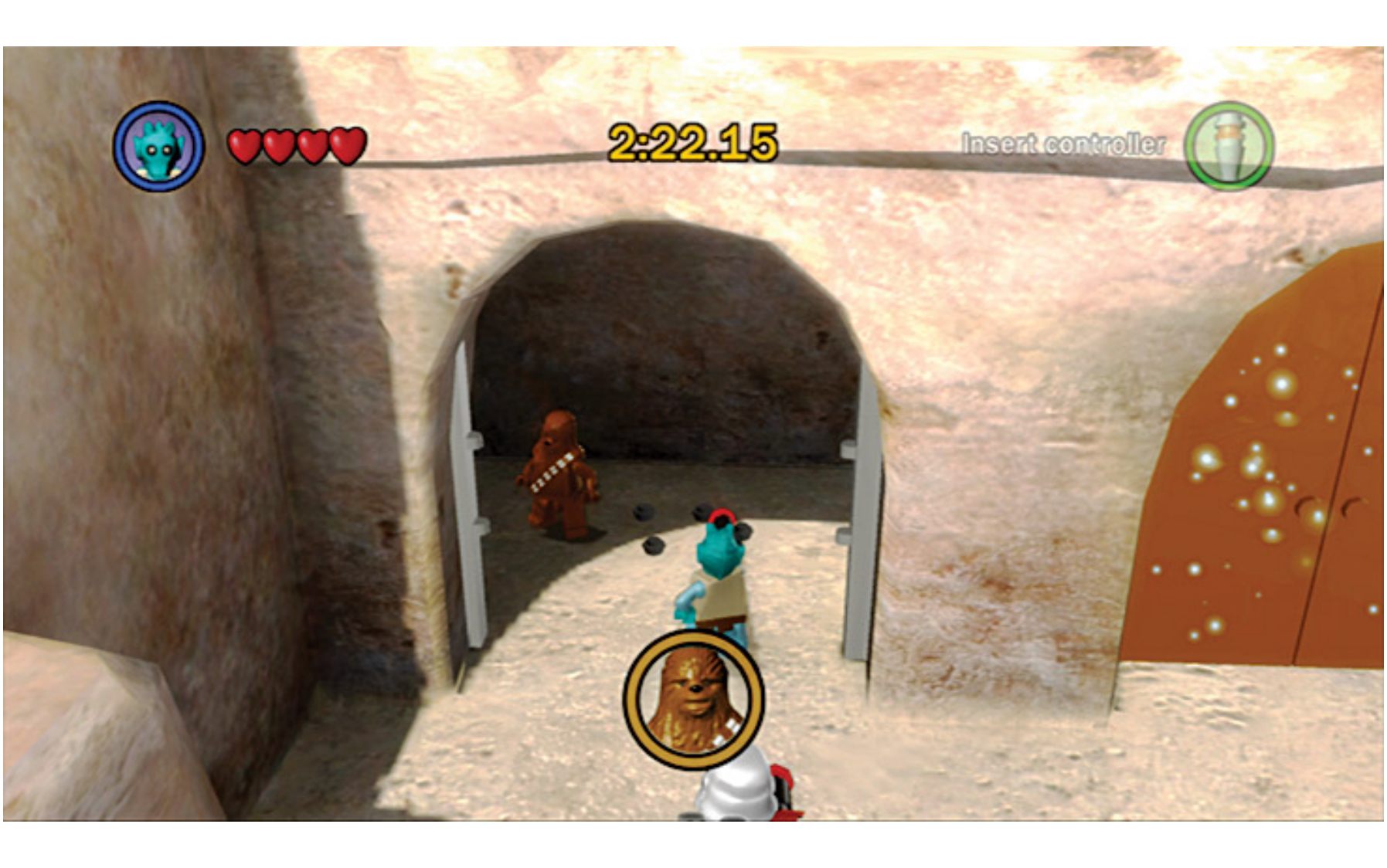
Insert controller

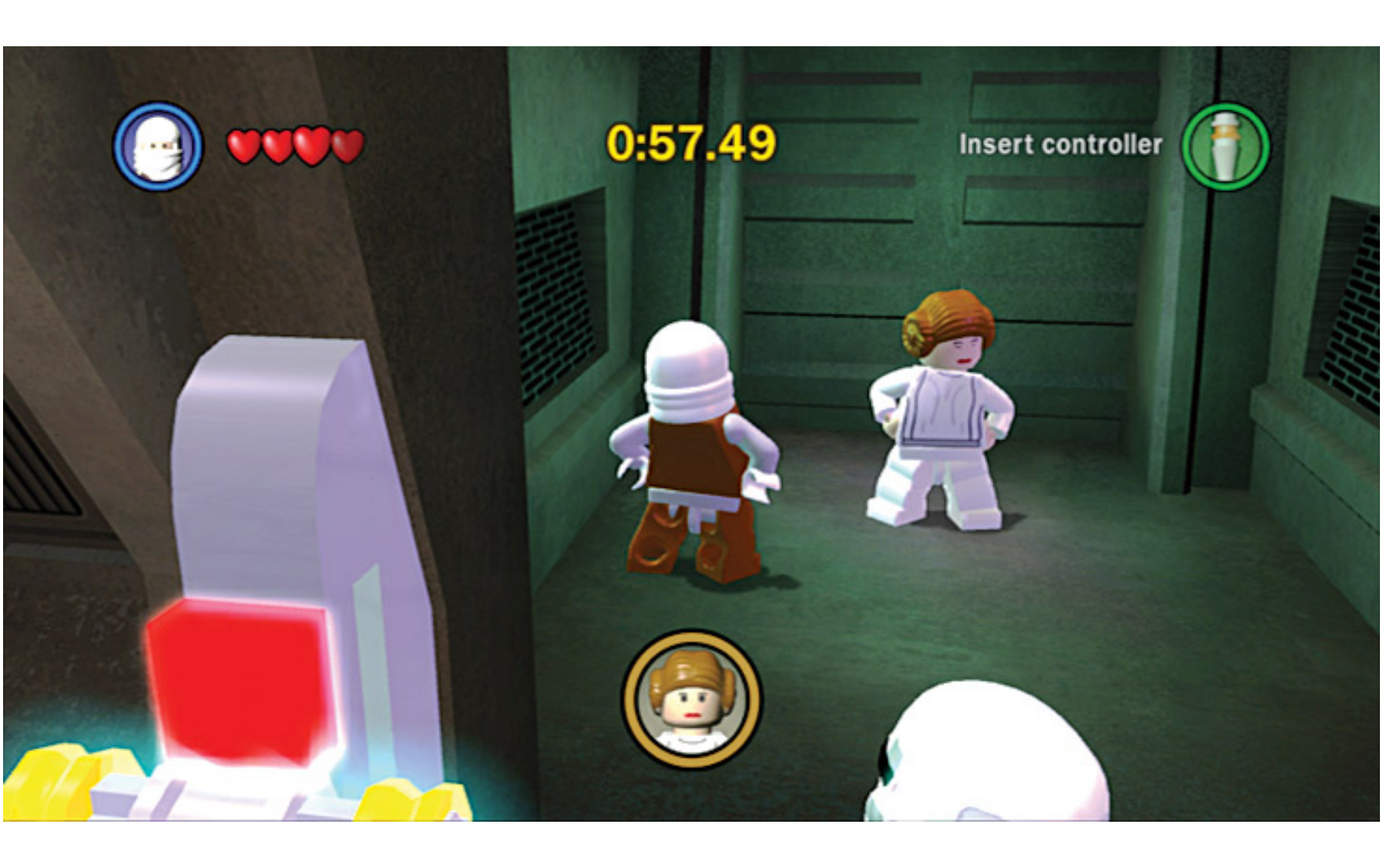
Ben Kenobi tries to hide in a doorway near the exit to the Jawas' sandcrawler from "Through the Jundland Wastes."

Mission 13: Chewbacca


2:22.15
Insert controller

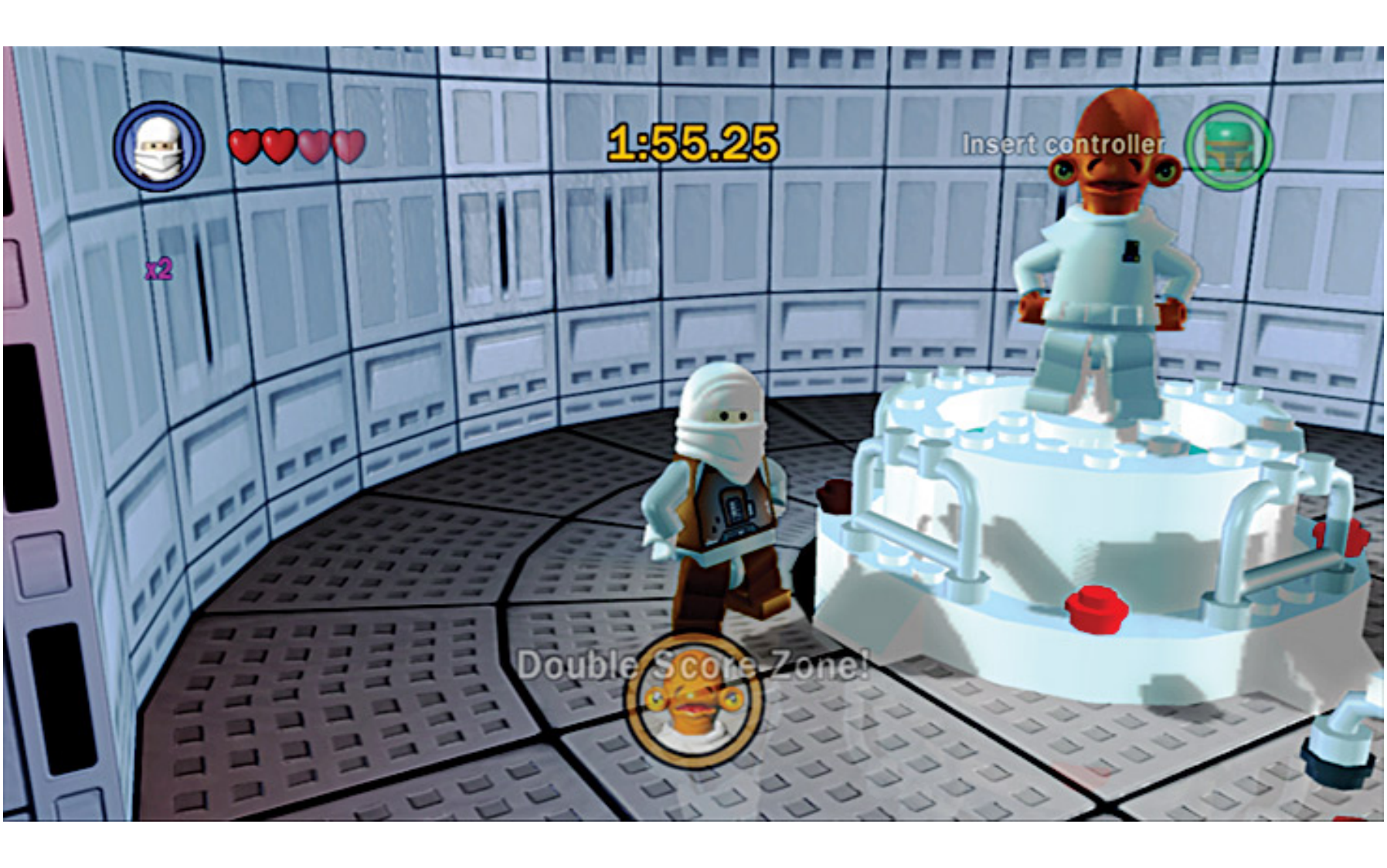
To find Chewbacca in the area from the "Mos Eisley Spaceport" chapter, blast the large doors near the movie theater.

Mission 14: Princess Leia


0:57.49
Insert controller

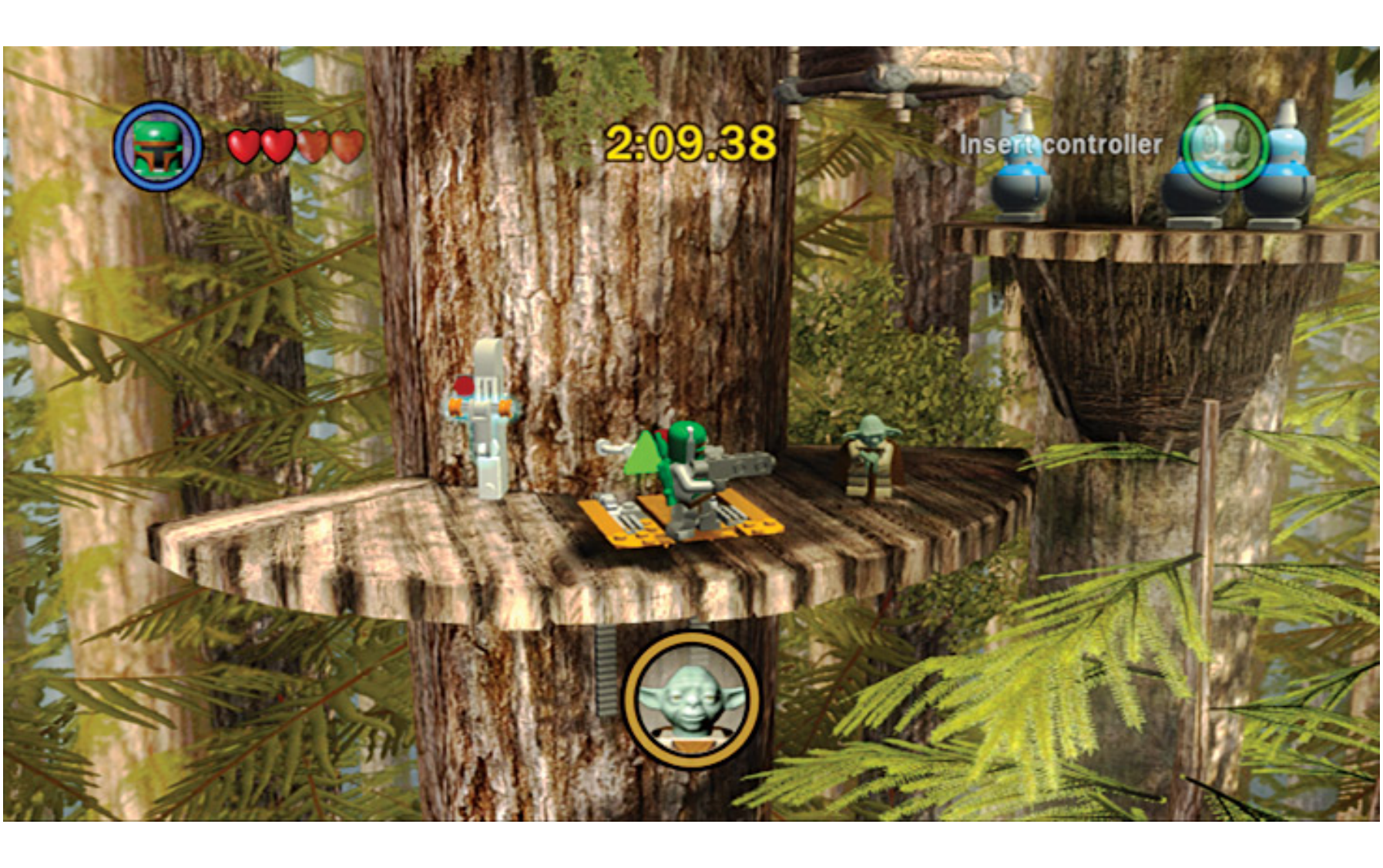
Princess Leia seems to like being a prisoner, as she hides out in the cell across from the one she was in during the "Rescue the Princess" chapter.

Mission 15: Admiral Ackbar


1:55.25
Insert controller
x2
Double Score Zone!

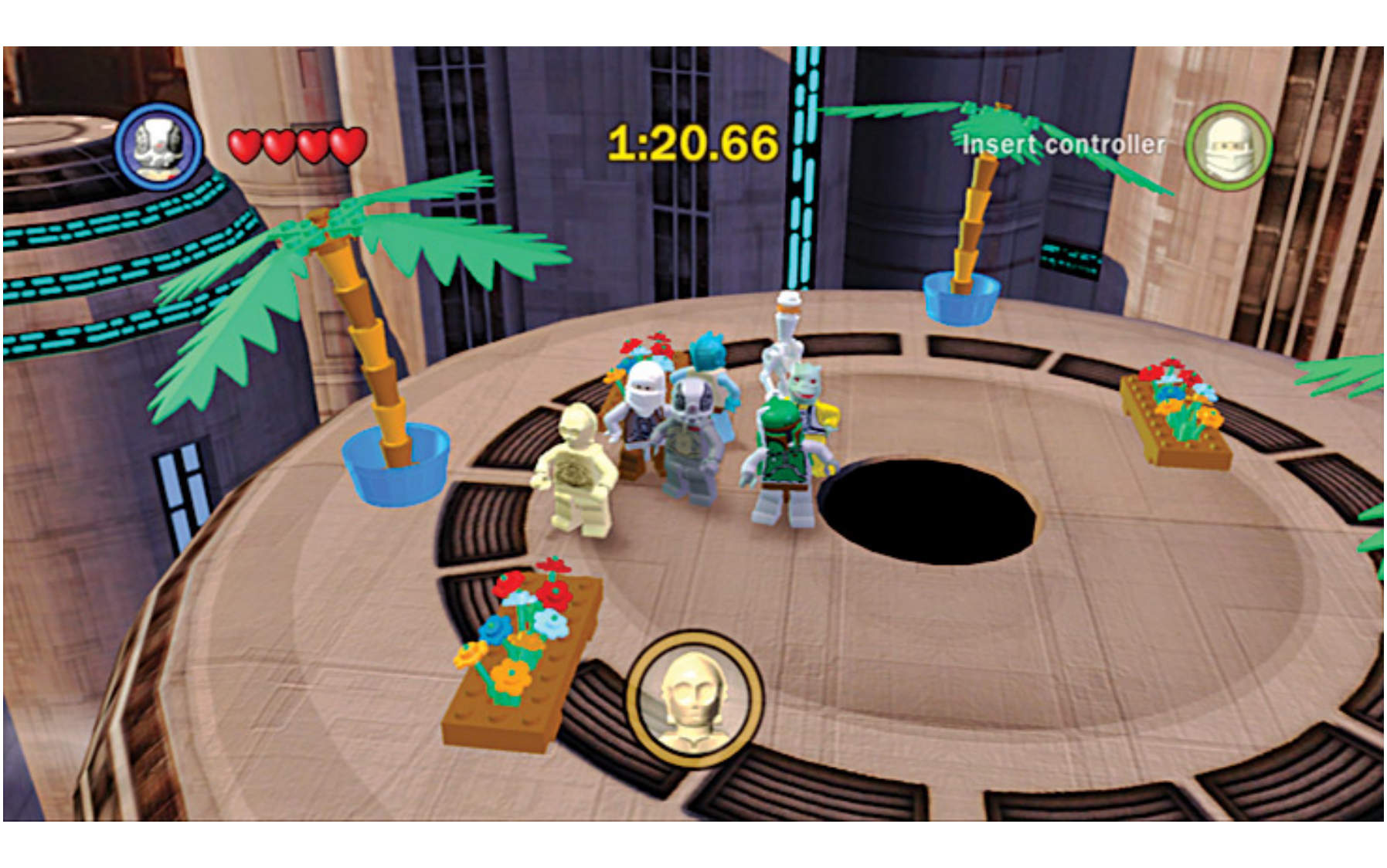
While hunting for Admiral Ackbar, put together the controls near the water tank from the chapter "Escape from Echo Base."

Mission 16: Yoda


2:09.38
Insert controller

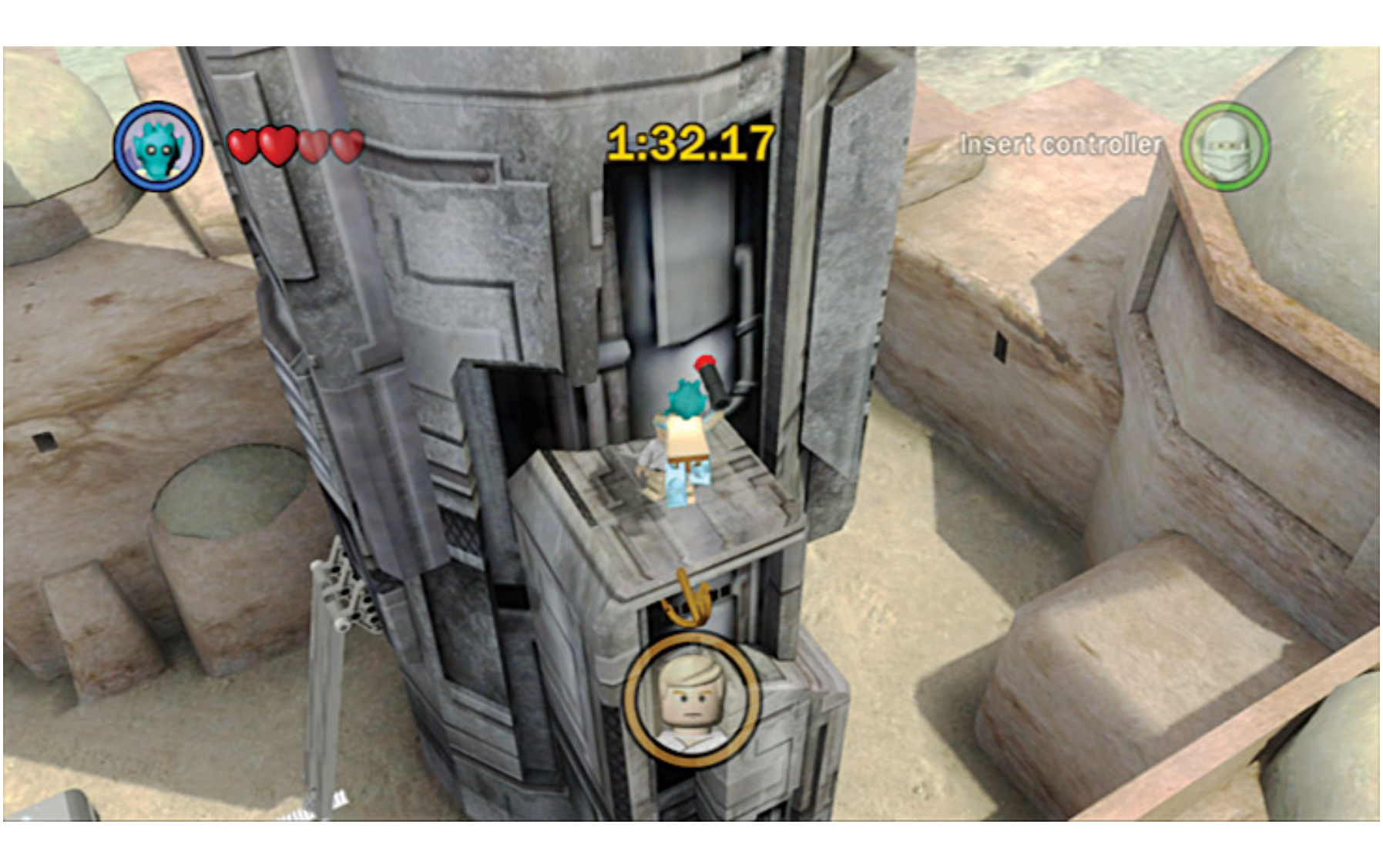
This area is from "The Battle of Endor." Follow the Ewok village to the left until you find Yoda on a platform in the trees.

Mission 17: C-3PO


1:20.66
Insert controller

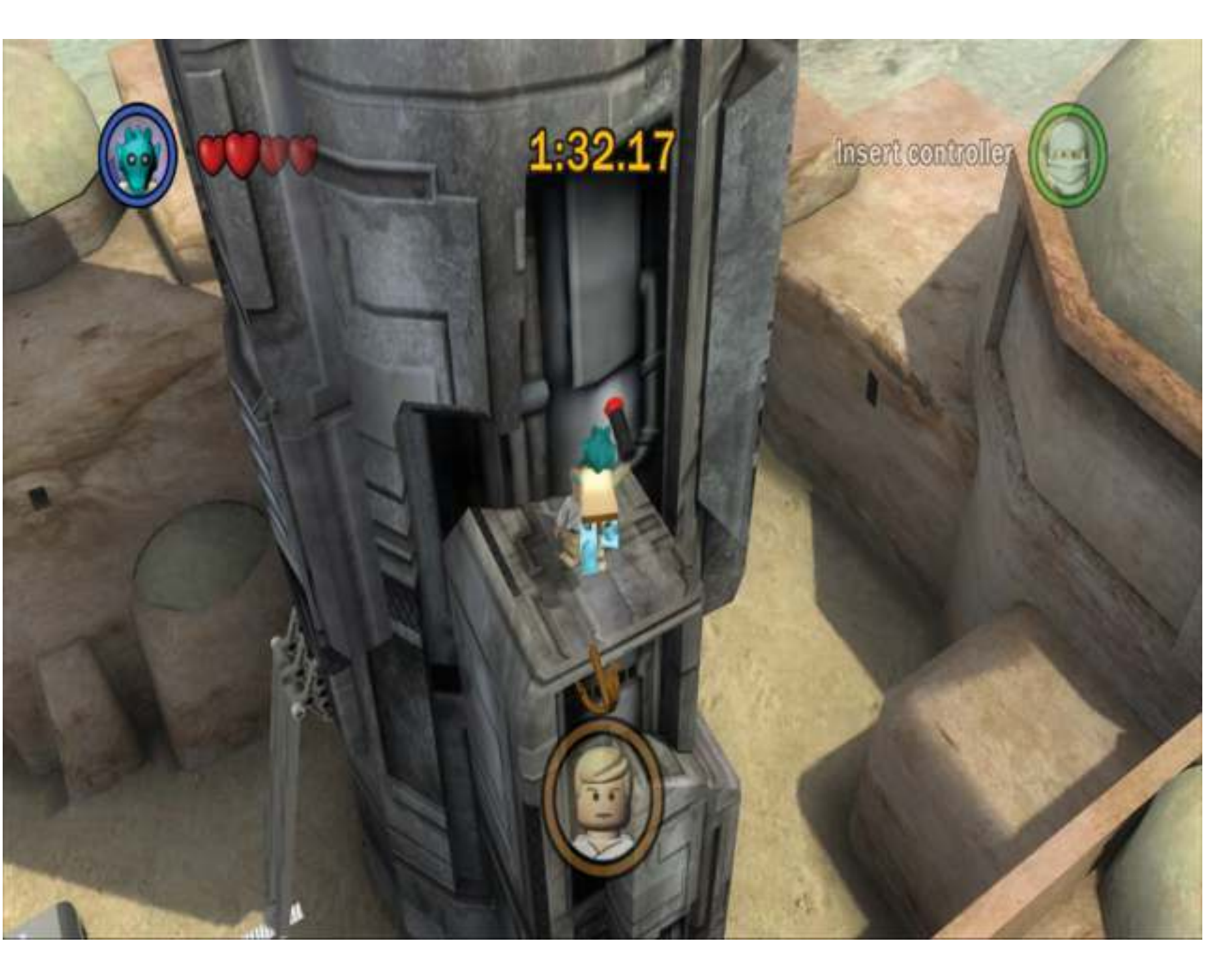
Take the elevator to the roof in the area from "Betrayal over Bespin" to find C-3PO, just waiting to be captured.

Mission 18: Lando Calrissian


1:32.17
Insert controller

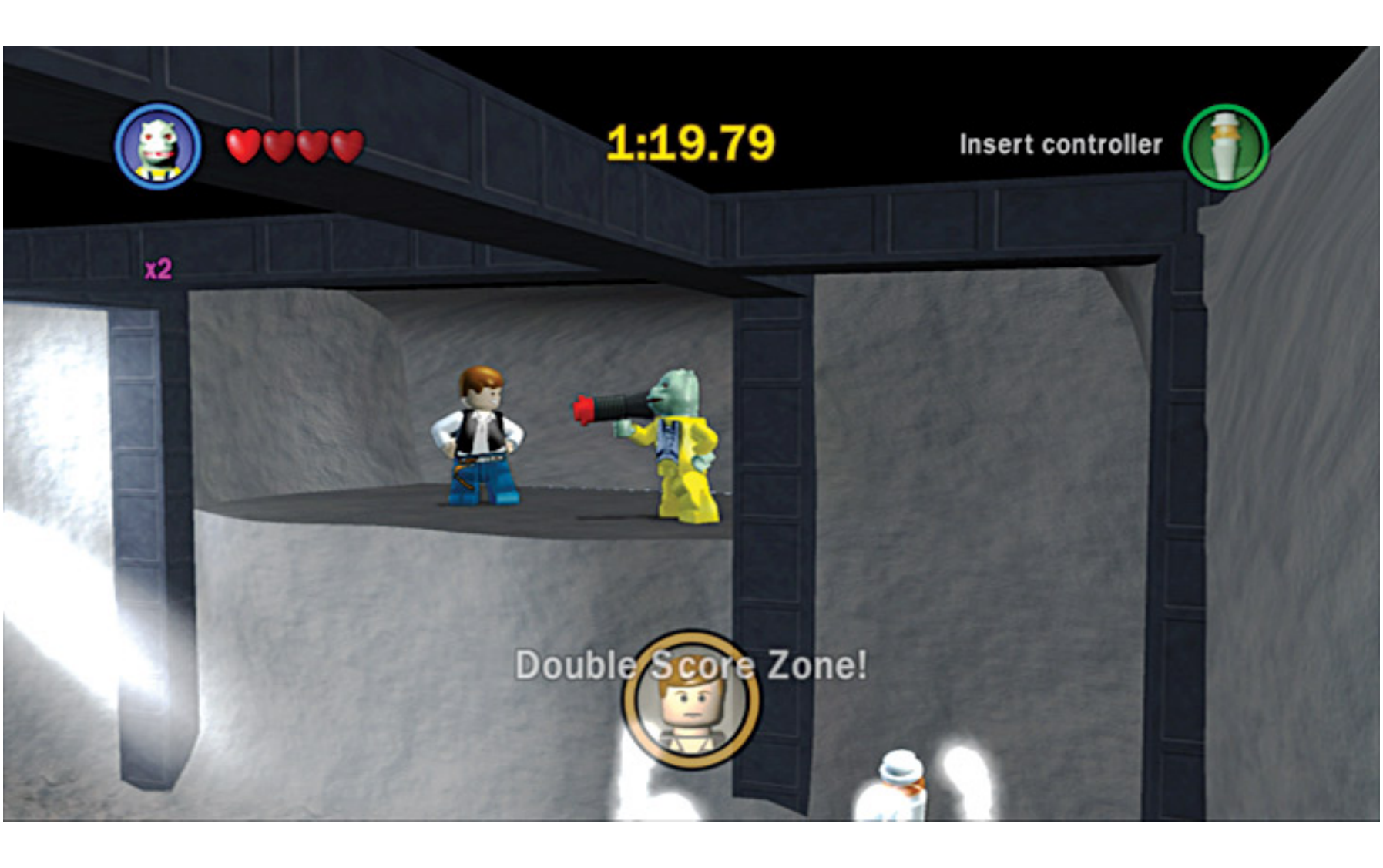
Run to the landing pad controls from "Betrayal over Bespin" and you'll find Lando Calrissian. He knows that his time is up.

Mission 19: Luke Skywalker


1:32.17
Insert controller

Use an ascension gun when you're standing on the red circle swirl in "Mos Eisley Spaceport" to find Luke hiding on a ledge above the town.

Mission 20: Han Solo


1:19.79
Insert controller
x2
Double Score Zone!

To find Han Solo in "Escape from Echo Base," follow the frozen tunnels until you can jump from the moving cart to an alcove in the frozen wall.

Multiplayer and Bonus Missions

Multiplayer

Traditional Multiplayer

LEGO Star Wars: The Complete Saga has many different features to let you play with your friends. At any time during the course of the game, another player can plug in a controller and take control of one of the other characters in your party.

Now instead of fighting your enemies alone, you have a friend to help finish them off even quicker. And when the second player is ready to quit, just pause the game and choose the option to drop out.

Everything you collect on your adventure together, from LEGO studs to LEGO canisters, goes into a community pot for all to share. The only issue everyone should be concerned about is keeping the health meter filled with enough hearts.

This kind of sharing eliminates any unnecessary rivalry that might get one or both of you broken into pieces during a mission. Instead, have a positive, friendly competition and see how many enemies you can break apart.

Two Player Arcade

For a different multiplayer, choose the Two Player Arcade. While in Mos Eisley Cantina, look to the left of the episode doorways. There you will find a doorway with clashing lightsabers above it.

You can't enter this room unless you have two players. First choose what level you and your partner want to play on. You have 12 different and unique settings in which to play. They are:

Level: Senate	Level: Kamino	Level: Mustafar
Level: Utapau	Level: Kashyyyk	Level: Mos Eisley
Level: Hoth	Level: Theed Palace	Level: Bespin
Level: Dagobah	Level: Geonosis	Level: Endor

After you select where to play, decide how you play in the mode selection. You can fight it out to see who is the best Jedi in the galaxy.

If you need a break from hacking each other apart, try the other game modes, such as Battle Enemies 10, 25, or 50 or Collect Studs (50,000), (100,000), (250,000).

And before you start your battle, be sure to set the Target to Off, 5, 10, 25, or 50 points.